**Playtesting Notes Sheet**

Project Bonds, 5/11/2019

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| **Observation** | **Underlying Cause** | **Severity** | **Proposed Change/Fix** |
| Players clip through floor after falling | Velocity too high when falling | 3 | Give players max velocity. Also, increase collision bounds for platforms to detect collision earlier. |
| Players can jump off each other’s head | Jump check not unique to platform collision/touching | 1 | Not going to fix, players enjoyed the capability |
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