

#### Details the known issues with the build

- The boss's AI does not work as expected. The animation and the boss attack need to be improved. After the death, the sprite of the boss doesn't disappear.
- The animations of the hero and the enemies is not good enough.
- The game summary is left unfinished.
- Memory leaks exist.
- Too many magic numbers.
- The code structure is not clear enough. Some functions have too many lines of code, for example, the `ProcessGamePlay()` function has more than 500 lines of code. We need to extract methods or put some logic in other classes.
- The player cannot start a new game without exiting the program.