**Known Waves Game Bugs and Issues**

* Enemy do not spawn after level 10 if you do a second play through
* Level numbers in Waves Mode do not change after level 10
* If you pick a Pokemon and pick the double size downgrade in extreme mode, the player square will appear
* Enemies do not spawn when levels are skipped, while in pause menu
* Round ball enemy doesn’t bounce properly when expanding size at level edge.
* Enemies that spawn on edges of screen do not bounce off edges properly.
* Restarting game after death without returning to main menu results in broken level progression.