**Bug List**

1. Player sometimes gets stuck on edges of box/edge colliders
2. Smooth camera zoom in/out wasn’t achieved
3. Depending on screen resolution checkpoints will drop you off center from a platform
4. The spike knockback will sometimes propel you upwards much more than it should.
5. Player sometimes gets stuck in the middle of running, sticks to a box collider even if they’re snapped together by Unity itself.