When the player takes too much damage there is no signal given out, like a game over screen, this makes it hard for the player to know when the game is over. This may be because the trigger is not set correctly in the health script so when the player 'Hp' is 0 it does not go to the next scene, or there has not been a death scene implemented.

To reproduce this bug simply start the game in either story mode or in arcade mode, don't move the character, wait 15 seconds. After this time you will not be able to move the player and the turrets will still be shooting at the player.

To get out of this stalled screen you must press 'Escape' and then click on 'New Game' and continue to play the game how the user would like.