Unique ID	Description	Strategy	Type	Known	Timestamp	Bad neighborhood appliable?	Questions answered during sessions
G1-B-01	Maximizing the game window sends it to the wrong location.	Single Session Strategy	Bug	Y	00:00:40	**Q:** Is it possible for the window to become unreachable? **A:** No.	
G1-B-02	Keybinds cause the character to move (attack and jump) in the menu.	Single Session Strategy	Feature	N	00:02:07	**Q:** Does this have any possible use? **A:** No.	Does this happen with any other keys?
G1-B-03	The player is not notified to press "K" to continue the dialogue during the cutscene.	Single Session Strategy	Bug	Y	00:03:10		
G1-B-04	Attacking while in mid-air reduces falling speed, allowing the player to stay airborne longer.	Single Session Strategy	Feature	Y	00:03:55		Can this be used as an exploit?
G1-B-05	Coins remain in the inventory and respawn after the character's death.	Single Session Strategy	Bug	N	00:04:55	**Q:** Can this be used as an exploit? **A:** Possible, but coins have no use in demo.	
G1-B-06	Jumping in a specific position causes the character to keep falling.	Single Session Strategy	Bug	Y	00:05:47	**Q:** Can this lead to the character getting stuck anywhere? **A:** No. A bug was discovered.	
G1-B-07	The character has entered the map.	Single Session Strategy	Bug	N	00:10:10	**Q:** Can this be used as an exploit? **A:** No. A new bug was discovered.	Can this be used as an exploit?
G1-B-08	No more coin indicator after turning into a frog.	Single Session Strategy	Feature	Y	00:13:50		
G1-B-09	No diamonds indicator.	Single Session Strategy	Improvement	Y	00:13:50		
G1-B-10	Mushroom collider is working as a wall.	Single Session Strategy	Bug	Y	00:14:00		
G1-B-11	Character dies while climbing the wall.	Single Session Strategy	Bug	N	00:14:45		Just this specific wall?
G1-B-12	Character is facing the wrong position while holding an invisible wall.	Single Session Strategy	Bug	Y	00:17:42		Does it only happen in this specific place?
G1-B-13	The character died unexpectedly.	Single Session Strategy	Bug	Y	00:18:04		
G1-B-14	Diamond is not being collected until the character steps on the floor.	Single Session Strategy	Feature	Y	00:19:15	**Q:** Is it possible to stack diamonds using this? **A:** Diamonds are too far away from each other to try. **Q:** Resetting the area duplicates the diamond? **A:** No. Two new bugs were discovered	
G1-B-15	Character died even inside the boundaries of the map.	Single Session Strategy	Bug	Y	00:24:40		
G1-B-16	Character is holding the wall in the wrong place and without a time limit.	Single Session Strategy	Bug	Y	00:25:15		
G1-B-17	The tongue passed through the wall.	Single Session Strategy	Bug	N	00:34:27		Does it only happen in this specific place?
G1-B-13	The character died unexpectedly.	Single Session Strategy	Bug	N	00:52:15		
G1-B-18	Character teleported.	Single Session Strategy	Bug	Y	00:52:27	**Q:** Can the teleport be used as an exploit? **A:** The trigger for the teleport is still unknown to replicate it.	
G1-B-19	Game crashed when trying to delete the save.	Golden Path Strategy (S1)	Bug	Y	00:09:00	**Q:** Can this be used to generate a corrupt save file? **A:** No	
G1-B-20	Jump on two enemies in a row damages the character.	Golden Path Strategy (S1)	Bug	N	00:11:46		What about jump on the same enemy twice?
G1-B-21	The tongue was canceled without touching any wall.	Golden Path Strategy (S2)	Bug	N	00:02:05	**Q:** Is it possible to use this to jump as in the tongue-cancel animation? **A:** Yes, sometimes it happens. (Overtime Strategy also answered this question)	
G1-B-12	Character is facing the wrong position while holding an invisible wall.	Golden Path Strategy (S2)	Bug	Y	00:05:43		
G1-B-18	Character teleported.	Golden Path Strategy (S2)	Bug	Y	00:08:25		
G1-B-04	Attacking while in mid-air reduces falling speed, allowing the player to stay airborne longer.	Golden Path Strategy (S2)	Feature	Y	00:14:40		
G1-B-22	The character changed state to holding the wall even while on the floor.	Golden Path Strategy (S2)	Bug	Y	00:17:34	**Q:** Does the state have a time limit in this case? **A:** Yes. Two more bugs were discovered.	
G1-B-18	Character teleported.	Golden Path Strategy (S2)	Bug	Y	00:18:13		
G1-B-23	Character stepped on an invisible floor	Golden Path Strategy (S2)	Bug	Y	00:18:13		
G1-B-23	Character stepped on an invisible floor	Golden Path Strategy (S2)	Bug	Y	00:20:23		
G1-B-24	Character got stuck inside the wall.	Golden Path Strategy (S2)	Bug	Y	00:20:23	**Q:** Is it possible to use that to enter the map? **A:** No. A new bug was discovered.	
G1-B-25	Keybinds 1 to 7 crash the game.	Noob Journey Strategy (S1)	Bug	Y	00:00:40	**Q:** Can this be used to generate a corrupt save file? **A:** No. A new bug was discovered.	Can this be used to generate a corrupt save file?
G1-B-06	Jumping in a specific position causes the character to keep falling.	Noob Journey Strategy (S1)	Bug	Y	00:02:50		
G1-B-26	Jump more than once in the water.	Noob Journey Strategy (S1)	Bug	N	00:05:57	**Q:** Can this be used to go anywhere or break something? **A:** No. Actually, the structure of the bridge is invisible and allows the character to walk on it.	
G1-B-27	The tongue grabbed an invisible wall.	Noob Journey Strategy (S2)	Bug	N	00:05:57		Is this wall possible to step on?
G1-B-23	Character stepped on an invisible floor.	Noob Journey Strategy (S2)	Bug	N	00:06:22		
G1-B-28	Character entered the map by climbing a wall.	Noob Journey Strategy (S2)	Bug	N	00:06:41		
G1-B-17	The tongue passed through the wall.	Noob Journey Strategy (S2)	Bug	N	00:08:30		
G1-B-24	Character got stuck inside the wall.	Noob Journey Strategy (S2)	Bug	Y	00:08:47		
G1-B-18	Character teleported.	Noob Journey Strategy (S2)	Bug	Y	00:08:47		
G1-B-29	The checkpoint only saves when stepping on the floor.	Noob Journey Strategy (S2)	Bug	Y	00:09:34		
G1-B-11	Character dies while climbing the wall.	Noob Journey Strategy (S2)	Bug	Y	00:11:45		
G1-B-18	Character teleported.	Noob Journey Strategy (S2)	Bug	Y	00:13:06		
G1-B-30	Character grabbed the spikes as if they were a wall.	Noob Journey Strategy (S2)	Bug	Y	00:14:49		
G1-B-31	The tongue distance doesn't follow a pattern.	Completionist Strategy (S2)	Bug	N	00:08:10 -> 00:08:27		
G1-B-32	Jump speed is affected by hitting the ceiling while jumping.	Completionist Strategy (S2)	Bug	Y	00:09:00		
G1-B-33	Some platforms respawn after a while, and some only respawn by resetting the checkpoint.	Completionist Strategy (S2)	Feature	Y	00:12:55		
G1-B-34	The tongue-jump is not stable.	Completionist Strategy (S2)	Bug	N	00:17:45		
G1-B-18	Character teleported.	Completionist Strategy (S2)	Bug	Y	00:20:40		
G1-B-18	Character teleported.	Completionist Strategy (S2)	Bug	Y	00:21:08		
G1-B-35	Character entered the entrance to the next map after finishing the demo.	Completionist Strategy (S2)	Bug	Y	00:28:14		Is it playable? Are there any new enemies or collectibles?
G1-B-25	Keybinds 1 to 7 crash the game.	Completionist Strategy (S2)	Bug	Y	00:30:20		
G1-B-36	Quick load (dev) messed with the timer and diamonds, but progress continued.	Completionist Strategy (S2)	Bug	N	00:31:14		
G1-B-37	Sometimes the menu sword and words have bad positioning.	Stress Test Strategy (S1)	Bug	N	00:02:00	**Q:** Does this only happen to this specific element? **A:** No trigger for this effect was found, so it was not replicable for testing.	
G1-B-38	The "Esc" animation doesn't pause the game at the right time.	Stress Test Strategy (S1)	Bug	N	00:06:10	**Q:** Can this be used as an exploit? **A:** No. A new bug was discovered	Can this be used as an exploit?
G1-B-12	Character is facing the wrong position while holding an invisible wall.	Stress Test Strategy (S2)	Bug	Y	00:03:35		
G1-B-39	Pausing the game cancels the tutorial and disables the obligatory button.	Stress Test Strategy (S2)	Bug	N	00:05:00	**Q:** Is it possible to continue playing after that? **A:** Couldnt reproduce it during the BNS session.	
G1-B-40	Pausing the game while dying opens the menu without a background.	Stress Test Strategy (S2)	Bug	N	00:06:10		Is the game playable with that menu open?
G1-B-41	"K" doesn't exit the pause menu	Stress Test Strategy (S2)	Bug. Developer defined as "Improvement"	N	00:06:10		
G1-B-42	Going back to the menu after starting the game once allows the player to open the pause menu on the main menu.	Stress Test Strategy (S2)	Bug	N	00:10:00		Does that affect the game in any way?
G1-B-43	Pressing "Esc" in G1-B-42 sometimes crashes the game.	Stress Test Strategy (S2)	Bug	N	00:10:00		
G1-B-44	The platform animation is not working properly.	Stress Test Strategy (S2)	Bug	Y	00:12:25		Is it interactable?
G1-B-45	Character got stuck on platform of G1-B-44.	Stress Test Strategy (S2)	Bug	Y	00:13:00		
G1-B-46	Diamond was collected after character's death.	Stress Test Strategy (S2)	Bug	N	00:13:58		
G1-B-47	Small rendering issue when respawning.	Stress Test Strategy (S2)	Bug	N	00:19:20		
G1-B-48	Going back to the menu after using quick load (dev) crashed the game.	Speedrun Strategy (S1)	Bug	N	00:04:10		
G1-B-49	Animation glitch during transformation.	Speedrun Strategy (S2)	Bug	N	00:00:27		
G1-B-18	Character teleported.	Speedrun Strategy (S2)	Bug	Y	00:09:35		
G1-B-42	Going back to the menu after starting the game once allows the player to open the pause menu on the main menu.	User Interface Strategy (S1)	Bug	Y	00:00:25		
G1-B-50	Menu platform animation pulls the character to the right if jump-attacking to avoid fall.	User Interface Strategy (S1)	Bug	N	00:01:20		
G1-B-51	More than one gamepad bind can be set to different actions.	User Interface Strategy (S1)	Bug	Y	00:03:00	**Q:** It is possible to break jump attack or use it as an exploit? **A:** No. A new bug was discovered	
G1-B-52	Change resolution option doesn't work properly.	User Interface Strategy (S1)	Bug. Developer defined as "Improvement"	N	00:06:40		
G1-B-40	Pausing the game while dying opens the menu without a background.	User Interface Strategy (S1)	Bug	N	00:09:00		
G1-B-53	It is possible to use G1-B-42 to control two menus at the same time.	User Interface Strategy (S1)	Bug	N	00:09:20		Could that be use to break any setting?
G1-B-54	If both menus are in the same tab, only background menu options will have effect on change.	User Interface Strategy (S1)	Bug	N	00:09:20		
G1-B-55	Restart the level while in dialogue disable the controllers.	Neighboring (S3)	Bug	N	00:02:38		
G1-B-56	The character stepped on an invisible floor while in the boss's room.	Neighboring (S4)	Bug	N	00:02:43		
G1-B-57	Character got stuck suddenly.	Neighboring (S5)	Bug	N	00:01:00		
G1-B-58	Character held an invisible wall.	Neighboring (S5)	Bug	N	00:02:40		
G1-B-59	It is possible to fish without getting the fishing rod with the NPC.	Neighboring (S7)	Bug	Y	00:00:40		Talk with him afterwards results same interaction?
G1-B-58	Character held an invisible wall.	Neighboring (S8)	Bug	Y	00:01:10		
G1-B-60	Using tongue while platform was falling made character pass through it.	Neighboring (S8)	Bug	N	00:02:05		
G1-B-61	Using tongue while stuck inside the wall respawned the character on checkpoint as it died	Neighboring (S9)	Bug	Y	00:02:04		
G1-B-62	Using the quick load (dev) while grabbing the sword crashed the game.	Neighboring (S10)	Bug	N	00:01:10		
G1-B-63	Press "Esc" while using the fishing rod got character stuck.	Neighboring (S12)	Bug	N	00:01:03		
G1-B-64	Press "Confirm" and keybind at the same time crashed the game.	Neighboring (S14)	Bug	N	00:00:52		
G1-B-65	Game responsiveness is not good on higher frequency monitor.	Overtime Strategy (S1)	Bug	N		Answers tongue-jump animation/misbehavior	
G1-B-66	Fishing animation bug.	Overtime Strategy (S2)	Bug	N	00:02:40		

	Features
	Improvements
	Unknown Bugs
	Known Bugs