Unique ID	Description	Strategy	Type	Known	Timestamp
G1-B-01	Maximizing the game window sends it to the wrong location.	Single Session Strategy	Bug	Y	00:00:40
G1-B-02	Keybinds cause the character to move (attack and jump) in the menu.	Single Session Strategy	Feature	N	00:02:07
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
G1-B-05	Coins remain in the inventory and respawn after the character's death.	Single Session Strategy	Bug	N	00:04:55
G1-B-06	Jumping in a specific position causes the character to keep falling.	Single Session Strategy	Bug	Y	00:05:47
G1-B-07	The character has entered the map.	Single Session Strategy	Bug	N	00:10:10
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
G1-B-12	Character is facing the wrong position while holding an invisible wall.	Single Session Strategy	Bug	Y	00:17:42
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
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
G1-B-18	Character teleported.	Single Session Strategy	Bug	Y	00:52:27
G1-B-19	Game crashed when trying to delete the save.	Golden Path Strategy (S1)	Bug	Y	00:09:00
G1-B-20	Jump on two enemies in a row damages the character.	Golden Path Strategy (S1)	Bug	N	00:11:46
G1-B-21	The tongue was canceled without touching any wall.	Golden Path Strategy (S2)	Bug	N	00:02:05
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
G1-B-23	Character stepped on an invisible floor	Golden Path Strategy (S2)	Bug	Y	00:18:13
G1-B-24	Character got stuck inside the wall.	Golden Path Strategy (S2)	Bug	Y	00:20:23
G1-B-25	Keybinds 1 to 7 crash the game.	Noob Journey Strategy (S1)	Bug	Y	00:00:40
G1-B-26	Jump more than once in the water.	Noob Journey Strategy (S1)	Bug	N	00:05:57
G1-B-27	The tongue grabbed an invisible wall.	Noob Journey Strategy (S2)	Bug	N	00:05:57
G1-B-28	Character entered the map by climbing a wall.	Noob Journey Strategy (S2)	Bug	N	00:06:41
G1-B-29	The checkpoint only saves when stepping on the floor.	Noob Journey Strategy (S2)	Bug	Y	00:09:34
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-35	Character entered the entrance to the next map after finishing the demo.	Completionist Strategy (S2)	Bug	Y	00:28:14
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
G1-B-38	The "Esc" animation doesn't pause the game at the right time.	Stress Test Strategy (S1)	Bug	N	00:06:10
G1-B-39	Pausing the game cancels the tutorial and disables the obligatory button.	Stress Test Strategy (S2)	Bug	N	00:05:00
G1-B-40	Pausing the game while dying opens the menu without a background.	Stress Test Strategy (S2)	Bug	N	00:06:10
G1-B-41	"K" doesn't exit the pause menu	Stress Test Strategy (S2)	Bug	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
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
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-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
G1-B-52	Change resolution option doesn't work properly.	User Interface Strategy (S1)	Bug	N	00:06:40
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
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
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	
G1-B-66	Fishing animation bug.	Overtime Strategy (S2)	Bug	N	00:02:40
Features					
Improvements					
Unknown Bugs					
Known Bugs					