

Portal 1			
Unique ID	Description	Severity	Strategy
P1-B-01	Player is not notified of death.	Low	Single session gameplay
P1-B-02	Keys pressed during loading are triggered afterwards.	Medium	Single session gameplay
P1-B-03	Player gets stuck between a wall and an object, resulting in death when able to move.	High	Tour Bus Strategy
P1-B-04	High mouse acceleration results in player death when quickly rotating the camera while holding an object between portals.	High	Tour Bus Strategy
P1-B-05	Control is poorly adapted in the game menu.	Medium	Exploratory Smoke Testing
P1-B-06	Camera distorts when control is initialized in the middle of the game	Medium	Exploratory Smoke Testing
P1-B-07	Camera is too sensitive if the control is already active when the game starts	Medium	Exploratory Smoke Testing
P1-B-08	Game does not have an option to return to the menu.	Medium	Exploratory Smoke Testing
P1-B-09	After saving the game during a developer comment, when loading the save, the comment restarts and lasts only for the remaining time at the moment of saving.	Medium	Exploratory Smoke Testing
P1-B-10	Game dialogue and comment occur simultaneously	Medium	Exploratory Smoke Testing
P1-B-11	Menu options open pop-ups on the screen and do not close when exiting pause mode	Low	Exploratory Smoke Testing
P1-B-12	When saving the game with the loading pop-up open, the saved game does not appear until the loading pop-up is closed and reopened.	Medium	Exploratory Smoke Testing
P1-B-13	Setting portal render depth to 0 allows seeing some objects through walls and also reveals the outline of the map.	Medium	Exploratory Smoke Testing
P1-B-14	Incorrect animation transition when switching portals during a fall.	Medium	Exploratory Smoke Testing
P1-B-15	When placing a portal above a structure, collision with the block only occurs when the character is standing.	Medium	Crime Spree
P1-B-16	Vertical synchronization does not work in borderless window mode.	Medium	Crime Spree
P1-B-17	Interface aspect ratio setting does not make any changes.	Medium	Crime Spree
P1-B-18	Shortcut key "C" makes a sound but does not function or have any defined configuration	Low	Crime Spree
P1-B-19	Standing on a held object allows the player to jump more than once by alternating between the "Hold Object" and "Jump" buttons.	High	Crime Spree
P1-B-20	Jump animation does not work correctly	Medium	Crime Spree
P1-B-21	Player takes damage when falling into a portal positioned in a specific location.	High	Crime Spree
P1-B-22	Character and other objects' weight is disregarded when standing on an object to press a button	Medium	Garbage Collector
P1-B-23	Player gets stuck and unable to move when creating a portal near their feet, requiring portal repositioning	High	Garbage Collector
P1-B-24	Element's collider box limits player's movement.	High	Garbage Collector
P1-B-25	Character rendering is incorrect when positioning in a corner of a wall.	Medium	Garbage Collector
P1-B-26	After multiple interactions, the cube required to complete the level enters the map.	High	Garbage Collector
P1-B-27	Reducing music volume in the game's audio does not lower the radio sound.	Medium	Back Alley
P1-B-28	Clicking on the three dots in the console command list does not function.	Low	Back Alley
P1-B-29	Counter is off-screen (a weapon appears instead of ":" in the timer).	Medium	Back Alley
P1-B-30	When the player places a portal in front of an object and enters the other portal, they are propelled and pass through the object.	High	Back Alley
P1-B-31	There is no limit to enlarging certain menu windows	Low	User Interface
P1-B-32	"New Game" and "Developer's Comments" open the same window instance	Low	User Interface
P1-B-33	Invalid options appear when clicking on the top-left corner of the initial or pause menu pop-up.	Low	User Interface
P1-B-34	Only the "Bonus Map" and "Load Game" windows can be closed by pressing Esc.	Low	User Interface
P1-B-35	When playing in windowed mode, it is possible to block player interactions with the menu by enlarging the "Achievements" pop-up.	High	User Interface
P1-B-36	Pressing "Load Game" and the "Esc" key in a short interval of time causes the game to exit	High	User Interface
P1-B-37	It is possible to force a return to the menu by pressing the "Esc" key on the loading screen generated by the "Load Game" option.	Medium	User Interface
P1-B-38	Subtitles disappear when the game is saved and reloaded during a character's dialogue	Medium	Bad Neighbour
P1-B-39	Voice sometimes echoes when the game is saved and reloaded during a character's dialogue	Medium	Bad Neighbour
P1-B-40	Pressing the "Esc" key to pause the game during a sound causes the sound to be played incorrectly during the pause menu	Medium	Bad Neighbour
P1-B-41	Motion blur is not working regardless of the screen size.	Medium	Bad Neighbour