

<b>Game 1</b>	04:17 06:30	<ul style="list-style-type: none"> <li>- After dying from an enemy, if the player presses the dash button, they still have a small reaction time. If, during this moment, the player manages to interact with the helicopter, they can get inside, causing a visual bug where the game over screen and the victory badge appear simultaneously on the screen.</li> <li>- If the character lands on top of enemies while using the parachute, it causes a bug in the enemy spawn, resulting in double the number of enemies spawning (corresponding to the enemies killed by the character using the parachute).</li> </ul>
<b>Game 2</b>	04:25 03:45	<ul style="list-style-type: none"> <li>- In a situation where the state is inverted (player visibly inside the ground), if a light hits you, the player will die, even though they should be invulnerable inside the ground.</li> <li>- In a situation where the state is inverted (player invisible outside of the ground), if a light hits you, the player does not die, even though they should die outside the ground.</li> </ul>
<b>Game 3</b>		No bug encountered