Game 5				
Unique ID	**Description**	**Severity**	**Strategy**	
G5-B-01	The in-game subtitles switch back to the language of installation during a specific segment.	Medium	Single session gameplay	
G5-B-02	False feedback from an active portal.	Medium	Single session gameplay	
G5-B-03	It is possible to navigate back on the map and regress a few levels at a specific moment	High	Single session gameplay	
G5-B-04	The area of the circular gravitational field is entirely blocked, even if only a portion of it is obstructed.	Medium	Single session gameplay	
G5-B-05	The "Shader Detail" quality generates issues with textures.	Medium	Single session gameplay	
G5-B-06	An object overlaps with the player's collider box when passing through a portal, and it is forcefully propelled upon release.	Medium	Tour Bus	
G5-B-07	An object loses its collider when being held.	Medium	Tour Bus	
G5-B-08	At certain moments, the player is not allowed to release an object they are carrying.	Medium	Tour Bus	
G5-B-09	The entry and exit points of the laser occur outside the portal.	High	Tour Bus	
G5-B-10	Objects nullify the weight of the player and other objects when placed on buttons.	Medium	Exploratory Smoke	
G5-B-11	Laser does not apply damage to player while he is falling	Medium	Exploratory Smoke	
G5-B-12	Door ignores collision with objects.	High	Exploratory Smoke	
G5-B-13	It is possible to open a portal on a level plate (a location where it should not be allowed).	High	Exploratory Smoke	
G5-B-14	A delay in death upon falling.	Low	Crime Spree	
G5-B-15	Audio of destruction plays in a loop.	High	Crime Spree	
G5-B-16	An invisible wall blocking the exit in the portal.	High	Garbage Collector	
G5-B-17	The laser from a cube passes through itself	Medium	Garbage Collector	
G5-B-18	Phase interactions marked as completed without actually finishing the phase.	High	Garbage Collector	
G5-B-19	The elevator restricts the player's jump upon starting movement, while the sound continues to play	Low	Garbage Collector	
G5-B-20	Two objects' colliders overlap, causing one of the objects to be propelled.	Medium	Garbage Collector	
G5-B-21	Lamp renders prematurely and moves to its final position.	High	Garbage Collector	
G5-B-22	Overlapping audio when advancing phases too quickly.	High	Garbage Collector	
G5-B-23	An object renders as if it were cut in the portal.	Medium	Garbage Collector	
G5-B-24	When selecting a phase, if the marker is clicked before it follows the mouse, another phase starts.	Medium	Back Alley	
G5-B-25	Control shortcut was assigned to the mouse/keyboard shortcut, blocking it.	High	Back Alley	
G5-B-26	The game identifies the "PAUSE" key on the keyboard as "NUMLOCK".	Medium	Back Alley	
G5-B-27	Placing cubes below the platform causes them to "create" a force field and start entering the map.	High	Back Alley	
G5-B-28	The gravity tube does not disappear at the same speed as the portal, causing the player to continue traversing it while the portal is being activated again.	Medium	Back Alley	
G5-B-29	The "Disabled Controls" option only disables analog controls, and it is only effective outside the initial or pause menu.	Medium	User Interface	
G5-B-30	The "Look Up" and "Look Down" shortcuts do not function.	Medium	User Interface	
G5-B-31	When attempting to create a "Test Chamber," the game crashed	High	User Interface	
G5-B-32	Clicking outside the HUD in the menu causes the options to be blocked until clicking on "Back"	High	User Interface	
G5-B-33	Regardless of the installation language, the game's keyboard layout is set to en_US.	High	Bad Neighbour	
G5-B-34	Positioning a cube below the platform causes it to move randomly, propelling the player and other objects in different directions. This behavior can hinder the player from completing the phase if all the cubes are destroyed.	High	Bad Neighbour	