

	Timestamp	
Game 1		
Session 1		No bug encountered
Game 2		
Session 1		No bug encountered
Session 2		No bug encountered
Session 3		No bug encountered
Session 4		No bug encountered
Session 5		No bug encountered
Session 6		No bug encountered
Game 3		
Session 1		No bug encountered
Session 2		No bug encountered
Session 3		No bug encountered
Session 4	24:42	- Clicking to reset the level and then immediately entering the portal causes the reset to happen just as the player moves to the next level.
Session 5		No bug encountered
Session 6		No bug encountered
Game 4		
4 - 7	10:07	- Character and other objects' weight is disregarded when standing on an object to press a button
10 - 12	09:25	- Player gets stuck and unable to move when creating a portal near their feet, requiring portal repositioning - Element's collider box limits player's movement.
13	10:01	- Character rendering is incorrect when positioning in a corner of a wall. - After multiple interactions, the cube required to complete the level enters the map.
14	09:45	No bug encountered
17	10:14	No bug encountered
19	09:57	No bug encountered
Game 5		
2	10:46	- An invisible wall blocking the exit in the portal. - The laser from a cube passes through itself - Phase interactions marked as completed without actually finishing the phase.
3	10:21	- The elevator restricts the player's jump upon starting movement, while the sound continues to play
4	08:53	- Two objects' colliders overlap, causing one of the objects to be propelled.
6	11:01	- Lamp renders prematurely and moves to its final position. - Overlapping audio when advancing phases too quickly.
7	09:59	No bug encountered
8	10:07	- An object renders as if it were cut in the portal.