

	Timestamp	
<b>Game 1</b>		
Session 1	00:40 03:15	- When the character takes damage, they receive a slight knockback, and in this state, if they continue moving close to the enemy, they take damage without even making full contact, experiencing indefinite damage. - Descending with a parachute and touching the spikes causes the character to die immediately, losing all lives at once.
<b>Game 2</b>		
Session 1		
Session 2		
Session 3	06:15	- Pausing while dying in the light causes a visual bug upon respawn
Session 4		
Session 5		
Session 6	16:45	- Random sprites appear in the left corner of the screen when restarting the level.
<b>Game 3</b>		
Session 1	00:30	- With touch enabled, clicking left or right to select a level may skip one. For example: when selecting stage 1, clicking the right arrow with touch selects stage 3.
Session 2		
Session 3		
Session 4		
Session 5		
Session 6		
<b>Game 4</b>		
4 - 8	10:15	- Reducing music volume in the game's audio does not lower the radio sound. - Clicking on the three dots in the console command list does not function.
10 - 12	10:04	No bug encountered
13	10:26	No bug encountered
14	10:11	- Counter is off-screen (a weapon appears instead of ":" in the timer). - When the player places a portal in front of an object and enters the other portal, they are propelled and pass through the object.
17	09:39	No bug encountered
19	09:09	No bug encountered
<b>Game 5</b>		
2	10:17	- When selecting a phase, if the marker is clicked before it follows the mouse, another phase starts. - Control shortcut was assigned to the mouse/keyboard shortcut, blocking it. - The game identifies the "PAUSE" key on the keyboard as "NUMLOCK".
3	10:45	No bug encountered
4	10:41	No bug encountered
6	11:41	No bug encountered
7	10:08	No bug encountered
8	10:02	- Placing cubes below the platform causes them to "create" a force field and start entering the map. - 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.