

	Game 2			
	Unique ID	Description	Severity	Strategy
	G2-B-01	At times, when interacting rapidly with the environment (entering and exiting the ground), the player remains in a state as if they were inside the ground, even though they are outside.	Medium	Single Session Gameplay
	G2-B-02	At times, when interacting rapidly with the environment (entering and exiting the ground), the player remains in a state as if they were outside the ground, even though they are inside.	Medium	Single Session Gameplay
	G2-B-03	When rapidly interacting with the environment (entering and exiting the ground), sometimes the player remains in a state as if they were inside the ground, even though they are outside	Low	Tour Bus Strategy
	G2-B-04	When interacting rapidly with the environment (entering and exiting the ground), sometimes the player remains in a state as if they were outside of the ground, even though they are inside.	Medium	Tour Bus Strategy
	G2-B-05	If the player is in an inverted state (inside the ground but with the state as if they were outside), they can perform an additional dash, causing them to become stuck inside a block.	Medium	Tour Bus Strategy
	G2-B-06	The player can pass through the light without dying for a few seconds when the level starts	High	Tour Bus Strategy
	G2-B-07	Some light sprites appear to be lit up, but they are actually turned off	Medium	Tour Bus Strategy
	G2-B-08	The player can enter inside blocks that are not interactive.	High	Tour Bus Strategy
	G2-B-09	If the player is under the light and pauses several times, when they die, the game's lighting may invert.	Medium	Exploratory Smoke Testing
	G2-B-10	The level design of stage 14 allows the player to get stuck between the buttons.	Medium	Exploratory Smoke Testing
	G2-B-11	Pausing while dying in the light causes a visual bug upon respawn	Low	Back Alley Tour
	G2-B-12	Random sprites appear in the left corner of the screen when restarting the level.	Low	Back Alley Tour
	G2-B-13	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.	High	Bad Neighborhood Tour
	G2-B-14	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.	High	Bad Neighborhood Tour