					Clarification of the encounter
					New bug found.
	Potential "neighborhood" to be explored?	? If yes, provide initial idea	Results	Timestamp	
Portal 1					
Player is not notified of death.	NO	Daniel Lancas Lancas Lancas Lancas Conference	Ver Historia (III)		
Keys pressed during loading are triggered afterwards.	YES	Does this happen to every loading?	Yes. It is possible to reproduce the bug in different loadings with movement shortcuts.	04:46	
Player gets stuck between a wall and an object, resulting in death when able to	NO				
nove.	NO.				
figh mouse acceleration results in player death when quickly rotating the camera thile holding an object between portals.	NO				
Control is poorly adapted in the game menu.	NO				
Camera distorts when control is initialized in the middle of the game	NO				
Camera is too sensitive if the control is already active when the game starts	NO				
Same does not have an option to return to the menu.	NO				
After saving the game during a developer comment, when loading the save, the	YES	Does the same happen after saving while a NPC is talking?	No. But new bugs were found.		
		3	-> Subtitles disappear when the game is saved and reloaded during a character's dialogue		
			-> Voice sometimes echoes when the game is saved and reloaded during a character's dialogue.	03-22	
Same dialogue and comment occur simultaneously	NO		and reloaded during a character's dialogue.	03.22	
Menu options open pop-ups on the screen and do not close when exiting pause	NO NO				
node					
When saving the game with the loading pop-up open, the saved game does not ppear until the loading pop-up is closed and reopened.	NO				
etting portal render depth to 0 allows seeing some objects through walls and	YES	What happens if enhance gradually the	No other visual bug. Although, it was found:		
lso reveals the outline of the map.		render depth while positioned in the spot?	> Descripe the "Fee" have to source the same during a		
		spotr	-> Pressing the "Esc" key to pause the game during a sound causes the sound to be played incorrectly during		
			the pause menu.	03:00	
ncorrect animation transition when switching portals during a fall. When placing a portal above a structure, collision with the block only occurs when	NO NO				
re character is standing.	NO				
ertical synchronization does not work in borderless window mode.	YES	Only vertical synchronization stops	-> Motion blur option also doesn't work, regarding	20.00	
aterface aspect ratio setting does not make any changes.	NO	working depending on screen size?	screen size.	09:00	
hortcut key "C" makes a sound but does not function or have any defined	NO NO				
onfiguration					
tanding on a held object allows the player to jump more than once by alternating	NO				
etween the "Hold Object" and "Jump" buttons. ump animation does not work correctly	NO				
ump animation does not work correctly layer takes damage when falling into a portal positioned in a specific location.	NO NO				
Character and other objects' weight is disregarded when standing on an object to	NO				
ress a button					
Player gets stuck and unable to move when creating a portal near their feet, equiring portal repositioning	NO				
Element's collider box limits player's movement.	YES	Is it possible to reproduce with another	Bug in a specific case of exiting the portal on top of a		
		elements?	specific object.	05:52	
Character rendering is incorrect when positioning in a corner of a wall.	NO VES	Dans this assertion to the control of the control o	Von And the shinet		
After multiple interactions, the cube required to complete the level enters the map.	YES	Does this occur in any other level?	Yes. And the object doesnt trigger as destroyed, which mean he doesnt respawn, keeping the player stuck in		
			the level.	07:58	
Reducing music volume in the game's audio does not lower the radio sound.	NO				
Clicking on the three dots in the console command list does not function.	NO				
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,	NO YES	Does this occur only with this specific	No similar situations to the bug were found, where		
ney are propelled and pass through the object.	123	object?	pillars were positioned as close to the portal.	05:36	
here is no limit to enlarging certain menu windows	NO				
New Game" and "Developer's Comments" open the same window instance	NO				
nvalid options appear when clicking on the top-left corner of the initial or pause nenu pop-up.	NO				
Inly the "Bonus Map" and "Load Game" windows can be closed by pressing Esc.	NO				
When playing in windowed mode, it is possible to block player interactions with	NO				
he menu by enlarging the "Achievements" pop-up.					
Pressing "Load Game" and the "Esc" key in a short interval of time causes the pame to exit	NO				
t is possible to force a return to the menu by pressing the "Esc" key on the	YES	Return only to menu? What about	Bug occurs during New Game, Load Game and		
pading screen generated by the "Load Game" option.		pressing Esc in any other loadings?	Developers Comments loadings. In every case it returns to the menu.	03:16	
Subtitles disappear when the game is saved and reloaded during a character's	NO		to the menu.	03:16	
fialogue	NO				
/oice sometimes echoes when the game is saved and reloaded during a	NO				
character's dialogue Pressing the "Esc" key to pause the game during a sound causes the sound to be	NO				
played incorrectly during the pause menu					
Notion blur is not working regardless of the screen size.	NO				
Portal 2					
The in-game subtitles switch back to the language of installation during a specific segment	YES	Does this happen in every language?	Yes.	14:54	
alse feedback from an active portal.	NO				
t is possible to navigate back on the map and regress a few levels at a specific	NO				
noment The area of the circular gravitational field is entirely blocked, even if only a portion	NO				
f it is obstructed.	NU				
he "Shader Detail" quality generates issues with textures.	NO				
on object overlaps with the player's collider box when passing through a portal,	NO				
nd it is forcefully propelled upon release. un object loses its collider when being held.	NO				
At certain moments, the player is not allowed to release an object they are	NO NO				
arrying.					
he entry and exit points of the laser occur outside the portal.	NO				
Objects nullify the weight of the player and other objects when placed on buttons.	NO NO				
aser does not apply damage to player while he is falling.	NO NO				
loor ignores collision with objects. is possible to open a portal on a level plate (a location where it should not be	NO NO				
t is possible to open a portal on a level plate (a location where it should not be illowed).	NU				
delay in death upon falling.	NO				
audio of destruction plays in a loop.	NO				
in invisible wall blocking the exit in the portal.	NO NO				
hase interactions marked as completed without actually finishing the phase.	NO				
hase interactions marked as completed without actually finishing the phase. he elevator restricts the player's jump upon starting movement, while the sound ontinues to play	NO NO				
hase interactions marked as completed without actually finishing the phase. he elevator restricts the player's jump upon starting movement, while the sound ontinues to play wo objects' colliders overlap, causing one of the objects to be propelled.	NO NO				
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The laser from a cube passes through itself **Passe inferactions marked as completed without actually finishing the phase. The elevator restricts the player's jump upon starting movement, while the sound continues to play. Two objects' coiliders overlap, causing one of the objects to be propelled. Journal of the objects of the objects of the objects of the objects. Twentapping audio when advancing phases too quickly. In object randers as if it were cut in the portal. Then selecting a phase, if the marker is clicked before it follows the mouse, inother phase starts. Control shortout was assigned to the mouse/keyboard shortout, blocking it. The game identifies the "PAUSE" key on the keyboard as "NUMLOCK". **Pacing cubes below the platform causes them to "create" a force field and start intering the map. **Pacing cubes below the platform causes them to "create" a force field and start intering the map. **Pacing cubes below the platform causes them to "create" a force field and start intering the map. **Pacing cubes below the platform causes them to "create" a force field and start intering the map. **Pacing cubes below the platform causes them to "create" a force field and start intering the map. **Pacing cubes the continue traversing it while the portal is being activated again. The "Disabled Controls" option only disables analog controls, and it is only infective outside the initial or pause menu. The "Look Up" and "Look Down" shortbuts do not function. **When attempting to create a "Fest Chamber," the game crashed illicking outside the HUD in the menu causes the options to be blocked until illicking outside the HUD in the menu causes the options to be blocked until illicking outside the HUD in the menu causes it to move randomly, propelling the "Scationing a cube below the platform causes it to move randomly, propelling the "Scationing a cube below the platform causes it to move randomly, propelling the "Scationing a cube below the platform causes it to move randomly, propelling the "Scationi	NO NO NO NO NO NO NO YES NO YES NO YES NO NO NO NO NO NO	window, for example, Settings? Is any other button not correctly identified? Does the game language options doesn't have a keyboard layout option? Is it possible to lose all cubes and not	Regardless installation language, keyboard layout ingame is en_US. Yes. > 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	04:38	