	Timestamp	
Game 1		
Session 1	06:20	- Before the character dies, attempting to use the dash while pressed against the wall allows the player a brief moment of control over the character's movements before the game over screen appears.
Game 2		
Session 1		No bug encountered
Session 2		No bug encountered
Session 3	08:10	- If the player is under the light and pauses several times, when they die, the game's lighting may invert.
Session 4	09:20	- The level design of stage 14 allows the player to get stuck between the buttons.
Session 5		No bug encountered
Session 6		No bug encountered
Game 3		
Session 1	00:35	- If a box is next to a wall and the player walks against it, the sound effect of dragging the box is played, even though there is no interaction.
Session 2	09:45	- The player can get stuck in the middle of the boxes, unable to move, and must reset the level to continue.
Session 3	18:15	- With touch enabled, inputs respond even if the player clicks slightly outside the demarcated area.
Session 4		No bug encountered
Session 5		No bug encountered
Session 6		No bug encountered
Game 4		
4 - 7	10:09	- Control is poorly adapted in the game menu. - Camera distorts when control is initialized in the middle of the game - Camera is too sensitive if the control is already active when the game starts - Game does not have an option to return to the menu. - After saving the game during a developer comment, when loading the save, the comment restarts and lasts only for the remaining time at the moment of saving. - Game dialogue and comment occur simultaneously
10 - 12	10:33	- Menu options open pop-ups on the screen and do not close when exiting pause mode - When saving the game with the loading pop-up open, the saved game does not appear until the loading pop-up is closed and reopened.
13	10:01	- Setting portal render depth to 0 allows seeing some objects through walls and also reveals the outline of the map.
14	09:59	- Incorrect animation transition when switching portals during a fall.
17	10:16	No bug encountered
19	10:26	No bug encountered
Game 5		
2	10:28	- Objects nullify the weight of the player and other objects when placed on buttons. - Laser does not apply damage to player while he is falling
3	10:23	No bug encountered
4	10:15	No bug encountered
6	10:07	No bug encountered
7	09:09	No bug encountered
8	10:16	- Door ignores collision with objects. - It is possible to open a portal on a level plate (a location where it should not be allowed).