Game 3			
Unique ID	**Description**	**Severity**	**Strategy**
G3-B-01	The Delete All Data button does not function.	Medium	Single Session Gameplay
G3-B-02	Entering the portal with the pause button pressed and clicking to reset the level causes the player to advance to the next level instead of resetting.	Low	Tour Bus Strategy
G3-B-03	The player can get stuck in the middle of the boxes, unable to move, and must reset the level to continue.	High	Tour Bus Strategy
G3-B-04	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.	Low	Exploratory Smoke Testing
G3-B-05	The player can get stuck in the middle of the boxes, unable to move, and must reset the level to continue.	High	Exploratory Smoke Testing
G3-B-06	With touch enabled, inputs respond even if the player clicks slightly outside the demarcated area.	Low	Exploratory Smoke Testing
G3-B-07	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.	Low	Garbage Collector Tour
G3-B-08	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.	High	Back Alley Tour
G3-B-09	The Delete All Data button does not function.	Medium	User Interface
G3-B-10	The player can select a windowed resolution larger than the maximum output of their monitor.	Medium	User Interface