	Potential "neighborhood" to be explored?	If yes, provide initial idea	Results	Timestamp
Game 4				
Player is not notified of death.	NO			
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 move.	NO			
High mouse acceleration results in player death when quickly rotating the camera while 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			
Game does not have an option to return to the menu.	NO			
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.	YES	Does the same happen after saving while a NPC is talking?	No. But new bugs were found. -> 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
Game dialogue and comment occur simultaneously	NO			
Menu options open pop-ups on the screen and do not close when exiting pause mode	NO			
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.	NO			
Setting portal render depth to 0 allows seeing some objects through walls and also reveals the outline of the map.	YES	What happens if enhance gradually the render depth while positioned in the spot?	No other visual bug. Although, it was found: -> Pressing the "Esc" key to pause the game during a sound causes the sound to be played incorrectly during the pause menu.	03:00
Incorrect animation transition when switching portals during a fall.	NO			
When placing a portal above a structure, collision with the block only occurs when the character is standing.	NO			
Vertical synchronization does not work in borderless window mode.	YES	Only vertical synchronization stops working depending on screen size?	-> Motion blur option also doesn't work, regarding screen size.	09:00
Interface aspect ratio setting does not make any changes.	NO			
Shortcut key "C" makes a sound but does not function or have any defined configuration	NO			
Standing on a held object allows the player to jump more than once by alternating between the "Hold Object" and "Jump" buttons.	NO			
Jump animation does not work correctly	NO			
Player takes damage when falling into a portal positioned in a specific location.	NO			
Character and other objects' weight is disregarded when standing on an object to press a button	NO			
Player gets stuck and unable to move when creating a portal near their feet, requiring portal repositioning	NO			
Element's collider box limits player's movement.	YES	Is it possible to reproduce with another elements?	Bug in a specific case of exiting the portal on top of a specific object.	05:52
Character rendering is incorrect when positioning in a corner of a wall.	NO			
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).	NO			
When the player places a portal in front of an object and enters the other portal, they are propelled and pass through the object.	YES	Does this occur only with this specific object?	No similar situations to the bug were found, where pillars were positioned as close to the portal.	05:36
There is no limit to enlarging certain menu windows	NO			
"New Game" and "Developer's Comments" open the same window instance	NO			
Invalid options appear when clicking on the top-left corner of the initial or pause menu pop-up.	NO			
Only 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 the menu by enlarging the "Achievements" pop-up.	NO			
Pressing "Load Game" and the "Esc" key in a short interval of time causes the game to exit	NO			
It is possible to force a return to the menu by pressing the "Esc" key on the loading screen generated by the "Load Game" option.	YES	Return only to menu? What about pressing Esc in any other loadings?	Bug occurs during New Game, Load Game and 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 dialogue	NO			
Voice sometimes echoes when the game is saved and reloaded during a character's dialogue	NO			
Pressing the "Esc" key to pause the game during a sound causes the sound to be played incorrectly during the pause menu	NO			
Motion blur is not working regardless of the screen size.	NO			
Game 5				
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
False feedback from an active portal.	NO			
It is possible to navigate back on the map and regress a few levels at a specific moment	NO			
The area of the circular gravitational field is entirely blocked, even if only a portion of it is obstructed.	NO			
The "Shader Detail" quality generates issues with textures.	NO			
An object overlaps with the player's collider box when passing through a portal, and it is forcefully propelled upon release.	NO			
An object loses its collider when being held.	NO			
At certain moments, the player is not allowed to release an object they are carrying.	NO			
The 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			
Laser does not apply damage to player while he is falling	NO			
Door ignores collision with objects.	NO			
It is possible to open a portal on a level plate (a location where it should not be allowed).	NO			
A delay in death upon falling.	NO			
Audio of destruction plays in a loop.	NO			
An invisible wall blocking the exit in the portal.	NO			
The laser from a cube passes through itself	NO			
Phase interactions marked as completed without actually finishing the phase.	NO			
The elevator restricts the player's jump upon starting movement, while the sound continues to play	NO			
Two objects' colliders overlap, causing one of the objects to be propelled.	NO			
Lamp renders prematurely and moves to its final position.	NO			
Overlapping audio when advancing phases too quickly.	NO			
An object renders as if it were cut in the portal.	NO			
When selecting a phase, if the marker is clicked before it follows the mouse, another phase starts.	YES	Does this bug also occur in any other window, for example, Settings?	No. It only happens by selecting phases.	01:23
Control shortcut was assigned to the mouse/keyboard shortcut, blocking it.	NO			
The game identifies the "PAUSE" key on the keyboard as "NUMLOCK".	YES	Is any other button not correctly identified? Does the game language options doesn't have a keyboard layout option?	Regardless installation language, keyboard layout ingame is en_US.	04:38
Placing cubes below the platform causes them to "create" a force field and start entering the map.	YES	Is it possible to lose all cubes and not being able to finish the phase?	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 destroyed.	05:14
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.	NO			
The "Disabled Controls" option only disables analog controls, and it is only effective outside the initial or pause menu.	NO			
The "Look Up" and "Look Down" shortcuts do not function.	NO			
When attempting to create a "Test Chamber," the game crashed	NO			
Clicking outside the HUD in the menu causes the options to be blocked until clicking on "Back"	NO			
Regardless of the installation language, the game's keyboard layout is set to en_US.	NO			
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 destroyed.	NO			