

	Timestamp	
Game 1		
Session 1	00:55	- Upon colliding with a spike while using the dash, it's possible to enter a state where the character takes constant damage, losing all lives in a single instant.
Game 2		
Session 1		No bug encountered
Session 2		No bug encountered
Session 3		No bug encountered
Session 4		No bug encountered
Session 5		No bug encountered
Session 6		No bug encountered
Game 3		
Session 1		No bug encountered
Session 2		No bug encountered
Session 3		No bug encountered
Session 4		No bug encountered
Session 5		No bug encountered
Session 6		No bug encountered
Game 4		
4 - 7	10:30	- When placing a portal above a structure, collision with the block only occurs when the character is standing.
10 - 12	10:22	No bug encountered
13	10:20	- Vertical synchronization does not work in borderless window mode. - Interface aspect ratio setting does not make any changes.
14	10:11	- Shortcut key "C" makes a sound but does not function or have any defined configuration
17	10:26	- Standing on a held object allows the player to jump more than once by alternating between the "Hold Object" and "Jump" buttons.
19	10:20	- Jump animation does not work correctly - Player takes damage when falling into a portal positioned in a specific location.
Game 5		
2	10:32	No bug encountered
3	10:21	No bug encountered
4	10:24	No bug encountered
6	10:10	No bug encountered
7	10:31	No bug encountered
8	11:01	- A delay in death upon falling. - Audio of destruction plays in a loop.