					Clarification of the encountered bug
					New bug found.
	Potential "neighborhood" to be explored?	If yes, provide initial idea	Results	Timestamp	
Game 4					
Player is not notified of death.	NO	Barrellia de la companya della companya della companya de la companya de la companya della compa	V. B. S.		
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 nove.	NO				
High mouse acceleration results in player death when quickly rotating the camera	NO				
while holding an object between portals.	NO				
Control is poorly adapted in the game menu. Camera distorts when control is initialized in the middle of the game	NO 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.		
comment restarts and lasts only for the remaining time at the moment or saving.		wille a Nr C is talking:	-> Subtitles disappear when the game is saved and		
			reloaded during a character's dialogue.		
			-> Voice sometimes echoes when the game is saved	03:22	
Game 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				
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	YES	What happens if enhance gradually the	No other visual bug. Although, it was found:		
also reveals the outline of the map.		render depth while positioned in the spot?	-> 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	NO				
the character is standing. Vertical synchronization does not work in borderless window mode.	YES	Only vertical synchronization stops	-> Motion blur option also doesn't work, regarding		
vertical synchronization does not work in bordeness window mode.	TES	working depending on screen size?	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	NO				
between the "Hold Object" and "Jump" buttons.					
Jump animation does not work correctly Player takes damage when falling into a portal positioned in a specific location.	NO NO				
Player takes damage when failing into a portal positioned in a specific location. Character and other objects' weight is disregarded when standing on an object to	NO NO				
press a button					
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	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. After multiple interactions, the cube required to complete the level enters the map.	NO YES	Does this occur in any other level?	Yes. And the object doesnt trigger as destroyed, which		
, was managed interactions, the code required to complete the level enters the map.	150	Doca una occur in any other level?	mean he doesnt respawn, keeping the player stuck in		
Reducing music volume in the game's audio does not lower the radio sound.	NO		the level.	07:58	
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,	YES	Does this occur only with this specific	No similar situations to the bug were found, where		
they are propelled and pass through the object. There is no limit to enlarging certain menu windows	NO	object?	pillars were positioned as close to the portal.	05:36	
"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	NO				
menu pop-up.					
Only the "Bonus Map" and "Load Game" windows can be closed by pressing Esc.	NO 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	NO				
game to exit It 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		
loading screen generated by the "Load Game" option.	TES	pressing Esc in any other loadings?	Developers Comments loadings. In every case it returns		
Cubilities discovery when the same is so and and releaded during a character's	NO		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	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					
Motion blur is not working regardless of the screen size.	NO				
Game 5					
Game 5 The in-game subtitles switch back to the language of installation during a specific	YES	Does this hannen in every language?	Yes		
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	
The in-game subtitles switch back to the language of installation during a specific segment. False feedback from an active portal.	NO	Does this happen in every language?	Yes.	14:54	
The in-game subtitles switch back to the language of installation during a specific segment.		Does this happen in every language?	Yes.	14:54	
The in-game sublities switch back to the language of installation during a specific segment. False feedback from an active portal. It is possible to navigate back on the map and regress a few levels at a specific moment. The area of the circular gravitational field is entirely blocked, even if only a portion.	NO	Does this happen in every language?	Yes.	14:54	
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