

	Timestamp	
Game 1		
Session 1	00:00 08:20	- Before starting the game, using a 144Hz monitor becomes impossible to pass through the game, where functionalities like jumping do not work as expected. - Pushing the enemy against the wall, even if it's lifeless, causes it not to die and keep taking infinite damage.
Game 2		
Session 1	00:00 00:20	- When rapidly interacting with the environment (entering and exiting the ground), sometimes the player remains in a state as if they were inside the ground, even though they are outside - When interacting rapidly with the environment (entering and exiting the ground), sometimes the player remains in a state as if they were outside of the ground, even though they are inside.
Session 2	03:50	- If the player is in an inverted state (inside the ground but with the state as if they were outside), they can perform an additional dash, causing them to become stuck inside a block.
Session 3	07:25	- The player can pass through the light without dying for a few seconds when the level starts
Session 4	10:50	- Some light sprites appear to be lit up, but they are actually turned off
Session 5		No bug encountered
Session 6	13:50	- The player can enter inside blocks that are not interactive.
Game 3		
Session 1	06:15	- 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.
Session 2		
Session 3		
Session 4		
Session 5	31:15	- The player can get stuck in the middle of the boxes, unable to move, and must reset the level to continue.
Session 6		
Game 4		
4 - 7	10:31	No bug encountered
10 - 12	10:07	- Player gets stuck between a wall and an object, resulting in death when able to move.
13	10:38	- High mouse acceleration results in player death when quickly rotating the camera while holding an object between portals.
14	10:07	No bug encountered
17	10:22	No bug encountered
19	10:23	No bug encountered
Game 5		
2	10:47	- An object overlaps with the player's collider box when passing through a portal, and it is forcefully propelled upon release.
3	10:26	- An object loses its collider when being held. - At certain moments, the player is not allowed to release an object they are carrying.
4	10:08	- The entry and exit points of the laser occur outside the portal.
6	10:12	No bug encountered
7	10:06	No bug encountered
8	10:25	No bug encountered