	Game 1			
	Unique ID	**Description**	**Severity**	**Strategy**
	G1-B-01	Before starting the game, using a 144Hz monitor becomes impossible to pass through the game, where functionalities like jumping do not work as expected.	High	Single Session Gameplay
	G1-B-02	Pushing the enemy against the wall, even if it's lifeless, causes it not to die and keep taking infinite damage.	Medium	Single Session Gameplay
	G1-B-03	Before the character dies, attempting to use the dash while pressed against the wall allows the player a brief moment of control over the character's movements before the game over screen appears.	Low	Tour Bus Strategy
	G1-B-04	Upon entering the airplane to progress to the next level, the character appears to become only invisible but remains present in the world, causing them to lose health even as the level ends.	High	Exploratory Smoke Testing
	G1-B-05	After dying in the lava, the character can still dash through solid blocks before the game over screen appears.	Low	Exploratory Smoke Testing
	G1-B-06	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.	High	Crime Spree Tour
	G1-B-07	When the character takes damage, they receive a slight knockback, and in this state, if they continue moving close to the enemy, they take damage without even making full contact, experiencing indefinite damage.	High	Back Alley Tour
	G1-B-08	Descending with a parachute and touching the spikes causes the character to die immediately, losing all lives at once.	High	Back Alley Tour
	G1-B-09	After dying from an enemy, if the player presses the dash button, they still have a small reaction time. If, during this moment, the player manages to interact with the helicopter, they can get inside, causing a visual bug where the game over screen and the victory badge appear simultaneously on the screen. - If the character lan	Low	Bad Neighborhood Tour
	G1-B-10	If the character lands on top of enemies while using the parachute, it causes a bug in the enemy spawn, resulting in double the number of enemies spawning (corresponding to the enemies killed by the character using the parachute).	High	Bad Neighborhood Tour