| No. | Problem | Reported by | Solution |
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| 1. | Zombie occasionally faulty rotate | Lim Sheng Zhe | Freeze zombie object rotation along z-axis |
| 2. | Zombie unusual flipping | Lim Sheng Zhe | Update zombie layer’s collision matrix to player and ground only |
| 3 | Power-Up remains active after player dies | Fabian Wong | Switch off the power-up abilities after the player dies |
| 4 | Objects spawning on platform conflict with one another | Fabian Wong | Check the spawning position to detect any spawned object is there before spawning a new one |
| 5 | Music configuration not saved after launching another scene | Chia Songcheng | Ensure DontDestroyOnLoad and PlayerPrefs are setup accordingly |