

Game Notes/Bugs from play test

RED means bugs currently in build, **Yellow** means fixed but not in build yet, **Green** means fixed and in build.

- Make dash punching more fun/usable. Maybe make stronger?
- Still get stuck on corners - look up tutorial that showed how to improve wall collisions
- Get stuck on ground when dropping straight down onto it off of a climb - Might be an issue with the new sprites
- Can still float when crouching on a platform - Check to see if the platform speed variable was removed from the crouching script
- Can dash punch through walls - add horizontal collisions to the dash punch script
- Stats are duplicated.
- Can dash and jump when inside of a platform - make OnGround only when from above?
- Jumping punch is canceled when jumping through a platform - Make it so the punch is only canceled when the platform is "collidable", a.k.a. From the top
- In vertical room, platforms can put you in the walls - adjust platform movement/size of vertical corridor
- Make it so you stop moving when you enter a door.
- Can dash again if you dash jump off of the ground
- Landing on spikes when already hurt will reset the "PreviousX, PreviousY" coordinates don't make you teleport
- If you die while a slime is sliding down, he will continue down the wall despite going past the wall
- Healing items will disappear when landing on a moving platform
- Can climb onto walls while being above them
- Jumping while shooting within a platform will switch back to the onground shooting sprite
- Getting hurt while crouching will cause bullets to come from crouching position instead of standing position
- Still can get stuck in a top corner when climbing, jumping, and dashing a bunch. - - SO FAR FIXED? MOST ANNOYING BUG; WHAT A RELIEF
- Can get stuck by dash punching off of the second to last platform in the second room
- Can dash punch and get stuck in walls if crossing over a gap
 - Currently not able to climb after dash punching when going off an edge
- Bubbles can be reflected multiple times and increase in speed each time
- Reflected bullets can hit backwards - Should probably restrict reflecting bullets to ones in front of you
- Bullets always go back the exact same way as the way they came; should be more random/natural.
- On moving platforms, punches will continue the direction at the end of a platform's movement