

Freckles appearing on top of hair	Reproducible Steps	Tags	Screenshots/Videos	Status	Dev notes	You don't need to fill in every column. Just leave whatever details you have if you don't know how to tag it, leave it and we will do it.
Day 2 interacting and the messages on the laptop were from day 1 but the video call was still day 2	I think it caused by interacting with the hamster	General		Closed	Fixed! I believe this was an issue with the hamster ending moving back to the day 1 room rather than the day 2 one.	
Day 2, when interacting with the room before checking messages the room would switch from dark to light	After the day 2 intro and interacting with my pet, when I	General		Closed	Fixed with the above issue. I believe this was a hamster related bug wherein after finishing with the hamster, it would jump back to the day 2 room i.e. during the day	
Day 1 & 2, when the text breaks the line into two the lines end of not overlapping in the chatroom?	None I have found, it just happens every time	error message	image.jpg image.jpg	Closed	Not yet fixed - this is a new issue with the alternative font being wider than the normal font. Will be going through the full game with the alternative font to identify issues later - please report specific lines if you find them!	
As Line 4	error message "I'm sorry, but an uncaught exception oc...	Writing		Closed	Should now be fixed, let me know if its not in the full release or day 5 beta when I releases!	
Day 1, when using a photo option is given	NA Dev report	Writing		Closed	Fixed!	
Day 1, during second video call	N/A Dev report	Writing		Closed	Fixed!	
Seamless piercing comes out of box on hover		Writing		Closed	Fixed!	
Day 4, Grim's Cof Empir still displayed correctly. Cuts off halfway through		Writing	image.jpg image.jpg	Closed	Fixed!	
Day 5, I think the text in the chatbox is off? I think it's from an earlier chat	Take a photo of the hamster on day 5	Writing		Closed	Fixed!	
Day 5, when taking a photo of the pet hamster, the last line says "Her is looking especially round today"	Clicking through dialogue after the chatroom on day 5	Crash	Capture.PNG	Closed	Fixed!	
Day 5, when just going through dialogue the game crashes.		Crash		Closed	Fixed!	
Day 2 started with the MC being excited to have found out that Grim is a real Grim Reaper, even though the revelation happens at night.		Crash		Closed	Fixed!	
(In the loading and saving window, I switched from page 6 to page 1 instead of 7 if you click "Next" instead of a number. Works in respect as well when clicking "Previous" while on page 1)	Click "Next" or "Previous" to see next page	Writing		Closed	Fixed!	
In the loading and saving window, I'm on page 9 and click "Next" you see more slots to save. From 55 to even 100!		Writing		Closed	Fixed!	
Day 3 (I think during the connection conversation - Option 3 currently reads + F1 be as soon as a cucumber -, potential spelling mistake 'soor' instead of 'soof')		Writing		Closed	Fixed! What a weird mistake haha	
Day 2 Chatroom - the same dialogue option was available for two separate reasons when talking Grim that you were expecting to see him all day if you didn't see his once & a while)	Think it was option 2 both times for the dialogue	Writing		Closed	Fixed!	
Day 2 call, grammar mistake towards the end of the call regarding the players nickname. "You're" is used when it should be "you"	Just through the going through the call - no specific choice	Writing		Closed	Fixed!	
The chat outs off the name no matter what I pick and overlaps with the chat messages	enter the next (day 6)	Writing		Closed	Fixed!	
Casper used gender neutral pronoun to MC instead of feminine. "You are an attractive person" instead of "You are a beautiful woman."	Choose DLc option during scene	Programming		Closed	This is correct. That's just the way he talks.	
"Because you work up this morning with someone terrible..." spelling error work to enter		Writing		Closed	Fixed!	
Grammar error - it's not fair that has to be over so quickly		Writing		Closed	No changes.	
grammar - I should not give a mortal flowers because they have never received them before.		Writing	image.jpg	Closed	Fixed!	
grammar - Fortunately, I am good at nearly everything I try my hand at. I simply search on the internet.		Writing		Closed	Fixed!	
[so sorry] I was unsure myself but just in case I added this report/parallelism (grammar) - "I am a being created to hunt to take to destroy and resist" should be "to resist" for grammatically correct sentence structure.		Writing	image.jpg	Closed	I am going to change this one because I like the words, but keep in mind for future reports that this is not exactly an error as I am unsure if it fits the spirit/feel of the formal of the game is text messaging. The characters are not supposed to always have perfect grammar as humans it's being more like "text people"	
grammar - "I am the grim reaper, I don't mean to cause anyone to spend their time blushing." should be grim reaper without an apostrophe (sorry :)		Writing	image.jpg	Closed	Fixed!	
grammar - "reapers" do not get moral weaknesses" should also be reapers who abandoned"		Writing		Closed	All further "reapers" issues have been fixed!	
grammar - "at least it's cause can be proprietor" should be its with an apostrophe		Writing		Closed	Fixed!	
grammar - in pretty sure its called an "electric current" and not an "electric current"		Writing	image.jpg	Closed	Fixed!	
Grammar - "I simply search on the internet, and I created them perfectly." This can be fixed 2 ways - 1) Change to A - "I simply search on the internet" 2) Change the wording to "I simply search on a"		Writing		Closed	Fixed!	
Grammar - when you click on the option of 1. Start from the beginning, it loads a screen that says "You state your year. You must start by remembering a dream." and I assume the word "not" should be "but"		Writing	image.jpg	Closed	Fixed!	
(not sure if it's meant to be a bug but) - there are options for "Maybe you really like the idea of being me?" even though MC has the "Yes" option previously. Considering the convo, it feels like it comes out of nowhere, though grim did not slightly differently depending on whether MC chooses "Wing a flurpie" or "Hesit me up"		General	image.jpg image.jpg	Closed	Small change added to the "Hesit me up" option to better lead into the "You really like feeding me?" choice, though that choice is a NSFW path only	
grammar - when starting new game and being prompt to start up game vs end of day 8, when selecting start from opt. text reads - you must just me remembering a dream!"		Writing	image.jpg	Closed	Fixed three submissions up	
New day 4 dialogue, discussing the coat with Casper. He says "Just to know that someone does not carper you" - personally, should be "Scamper?"		Writing	image.jpg	Closed	Fixed!	
Day 6, after Casper hangs up and the chat closes, MC thinking about feeling lonely, the dialogue says "This night now, that a little empty." "Right now, it's the present tense, so "It feels" may be more correct?" Or "right now, it is?" Just now, it has also work, but make that a deleted thing?	Right now, it's a little empty	Writing	image.jpg	Closed	Fixed!	
Day 8, when Casper shows up, it says "You hurriedly open the window" that should be "hurriedly"		Writing	image.jpg	Closed	Fixed!	
When I click to start from Beyond the Bat, the game becomes unresponsive and doesn't load. The basic game will not load. Tried re-downloading and it still happens.		Crash	image.jpg	Closed	Closed for now - cannot replicate and will need crash logs to investigate any further. For now, I suggest playing through by day 5 and choosing the option during the window towers scene with the surfboard emoji - it will take you to Beyond the Bat.	
Day 6, while meeting Grim, missing an "l" in "itress"		Crash	image.jpg	Closed	No changes - surely is correct https://github.com/robertmccloskey/for-nite	
Day 6, while seeing Grim, text says "lonely" instead of "lunely"		Writing	image.jpg	Closed	Fixed!	
Settings - Stream Selfie Music can be turned on but cannot be turned back off		Programming		Closed	Fixed!	
Day 1, Number is missing on "What an option?"		Programming		Closed	Fixed - this was just for testing :)	
Day 2, Angle bracket missing on "What the hell are those animals?"		Programming		Closed	Fixed!	
Day 6, Lighting Flashes when clicking on screen or text options in both video call and with capser in person		Programming		Closed	This is a renderer issue with your computer. likely "You can try pressing shift + G in game to change the renderer. You will need to restart between each change."	
Unclear whether this counts but sometimes if you start spam clicking responses when texting I just keeps going away after you stop clicking		General		Closed	This would depend on your computer, there's nothing we can do about it for now.	
When changing user name in the name chat, it will not change previous chat messages to show the new name on old text messages		General		Closed	As intended, no change	
Day 1, on the very first dialogue selection, there is no "1" for the first dialogue choice (It's that an offer?)		Writing		Closed	Already reported and fixed above.	
Day 2, Feeding your pet a treat. Dialogue says "them" despite having picked a gender for the pet.		Writing		Closed	As intended, no change. You will encounter things like this throughout the game - there is no need to report.	
Day 2, "I do not understand human's fascination with those creatures." Should be "humans" maybe?		Writing		Closed	Fixed - upon double checking, I believe it should actually be "humans".	
Second video call on Day 3, "lets go ahead with it." Should be "Let's"		Writing	image.jpg	Closed	Fixed!	
Second video call on Day 3, "Last of all one's that seek your death." Should be "one"		Writing		Closed	Fixed!	
Video call on Day 3 "... yours doesn't look the same, nor feel the same, as anyone else." Should be "yours"		Writing	image.jpg	Closed	Fixed!	
Video call on Day 3, "Just do your best." Should be "you're"		Writing		Closed	Already fixed	
Video call on Day 3, Option 2 "... lets pretend do." Should be "lets"		Writing		Closed	Fixed!	
Day 4, "future was meant to take it's course with you", should be "his"		Writing		Closed	Fixed!	
Day 5, "lonely" from Grim spoken "conspicuously"		Writing		Closed	Fixed!	
First day after towers, Casper is inconsistent with whether he uses "super powers" or "superpowers" (aka as he's only one, although this could be used because he quotes player who uses it as two words the first time)		Writing	image.jpg	Closed	Edited a little, but I don't mind it being said either way at different times in the script.	
Day 6, "I worries you a little just how dependent you've become..." should be "dependent"		Writing		Closed	Fixed!	
The cursor is unnaturally high compared to text during any input (name, bio, fav color, etc.)		General	image.jpg	Closed	No change - this is just how the engine does it.	
Day 3, Pretty sure the quotation mark should be before the ellipsis (i.e. should be "..." instead of "..."). Also a line up. Sometimes sees two after "1.")		Writing	image.jpg	Closed	Fixed, if possible please only put one fix per time	
Day 3, "Can't say a joke ever wastes..." should be "you're" instead of "you're"		Writing		Closed	Fixed!	
Ending 3. Discrepancy between first chat option (Grimming Caspeebeener) and what Grim actually types (one)		Writing		Closed	Fixed! Note: please don't go into our files, even in the beta.	
Day 1, first convo: "Can't you take someone else?" should be "lets"		Writing		Closed	Already fixed.	
Day 2, "you put your snare." "You no a fingers down the length of (Name)'s body" should be "finger"		Writing		Closed	Fixed!	
Day 1, eavesdropping on neighbors "... one fights at starts" should be "fight"		Writing		Closed	Fixed!	
Day 2, "lets go back to talking about sould" should be "let's"		Writing		Closed	Fixed!	
Day 2, "Occasionally you're sweet" should be "Occasionally."		Writing	image.jpg	Closed	Fixed!	
Day 3, "tehrat" should be "after all"		Writing		Closed	Fixed a few instances of this, no need to report any others going forward.	
Day 3, "bengst" should be "heirys"		Writing		Closed	Fixed!	
Day 3, "twerst" should be "twerst"		Writing		Closed	Fixed!	
Day 4 you pick a Spring call, "Springy" should read as "Springnet"		Writing		Closed	Fixed!	
Background for Day 5 (window scene) and 6 (video call) showing "licking between back and the intended background image"		General		Closed	This is a renderer issue with your computer. likely "You can try pressing shift + G in game to change the renderer. You will need to restart between each change. We can't do anything about this because it depends on your computer."	
Day 6: player and Grim talk about being able to steal Death's goat" Grim should be "hat" or "rent" you know the one of the cross and head."		Writing		Closed	Fixed!	
Day 3 in the beginning of the chat where the player's messages are not being sent and they're trying to get Grim's attention, there is the option to choose "loose call" or "I'm a real" When I choose the smel option, it showed up as chat as "loos shrll"		Writing		Closed	Fixed!	
Day 3, Grim saying "There must be something mentioned in a tome somewhere..." is supposed to be time to time?		Writing		Closed	Time is correct	
Day 5, Dialogue about the reaper. The sentence "You can almost feel the weight of the their emotions in each step" should have the word "the" removed on the character creation screen. If the character has anything other than the first lip option (ie in shape, not color), choosing a new skin color will automatically change it to that lip option.		Writing		Closed	Fixed!	
Randomizing a new character that doesn't have the third		General		Closed	As intended	
Day 7 call: "I would's and I will's" should be "I would's and I will's"		Writing		Closed	May update this later but translation needs to be finished first to make any changes to player choices	
Writing switches between the MC having the common cold and the flu, two different illnesses.		Writing		Closed	Fixed!	
Day 7 (the morning after sleeping next to capser) get randomly disappears?	I want to change my appearance in the mirror, after that	Programming	image.jpg	Closed	Fixed!	
Day 6: in phone call, I think it should be "It's not like I saw an ad for said people" rather than "I've seen an ad" I think I may still be grammatically correct - the original that I - so it's probably fine to keep it, but just sounds odd to me.		Writing	image.jpg	Closed	Fixed!	
Day 6: Grim says "There's still too many things I am unsure about, but grammatically it should be there are too many things", since the word "things" is plural, "There's" is a shortened version of "there are", and "are" has too many things is incorrect.		Writing	image.jpg	Closed	Fixed!	
Day 6: I simply search on the internet, and I created them perfectly." (I'm pretty sure it should be "searcher", past tense, since "created" is past tense. Unless Casper is referring to everybody's creation, in which "created" should be present tense, so "I simply search on the internet, and I create them perfectly." Sorry for bothering about day 7)		Writing	image.jpg	Closed	Fixed!	
Day 7: You imagined him all along" is it supposed to be "all along"? Otherwise, it's not sure if this makes sense in the context, unless it's something like like an implication from the ellipsis (I'm autistic so it's highly likely I'm just talking to read between the lines) - my pet the so called, I'm sorry you imagined Grim being there I am so sorry I'm		Writing	image.jpg	Closed	As intended, no changes.	
Day 7: I think for earlier should either be just "think" and/or "think for a while?"		Writing		Closed	As intended, no changes.	
Day 7: To like to try looking for you some time? I believe it should be "sometimes as one word in this context"		Writing		Closed	Fixed!	
Day 7: There are not an excess of bakeries" should be "there is not an excess of bakeries". While bakeries is plural, the verb is describing the quantity of the bakeries, which is singular, and therefore it should be "is not an excess" (in response to devs note: day will do. Thanks!)		Writing		Closed	Changed - in the future, it's best to just put in what needs changing, you don't need to leave an explanation (or an apology, haha), it makes it easier for other people to quickly check what's already been reported!	
Day 7: There is some thing I wanted to talk to you about" should be "there are some things"		Writing	image.jpg	Closed	Fixed!	
Day 7: doesn't affect what appears on screen after you click it, but this text choice "Can I?" has an extra "		Writing	image.jpg	Closed	Fixed!	
Day 7: There's a hot debate" should be "heats"		Writing		Closed	Fixed!	
Day 7: There's gods there" should be "there are gods there"		Writing		Closed	Fixed!	
Day 7: during phone call: "his hair clips on your" should be "his"		Writing		Closed	Fixed!	
Day 7: when talking about going to school brings, "his use" should be "lets see"		Writing	image.jpg	Closed	Fixed!	
Day 8: I have no intention on eavesdropping should be "of eavesdropping"		Writing		Closed	Fixed!	
Day 8: "conspicuous" should be "conspicuously"		Writing		Closed	Fixed!	
Day 8: "reaper" should be "reapery"		Writing		Closed	Fixed!	
Day 8: "shearl" should be "shear"		Writing		Closed	Fixed!	
Day 8: "bring it" should be "bring it"		Writing		Closed	Fixed!	
Day 8: "instat" should be "instat"		Writing		Closed	Fixed!	
Day 8: "temping" should be "tempting"		Writing		Closed	Fixed!	
Day 8: during phone call, "let lose" should be "let loose"		Writing		Closed	Fixed!	

Day 8: during phone call, "someone else's" should be "someone else's"	Writing		Closed	
Day 8: need to start the wife scene, got an error screen instead. (Only thing censored is RL name)	(In response to dev4) Link broken	Programming	Closed	Unsure if this is an old NSFW ipa downloaded or not, this should only happen with out of date files.
Day 8: during NSFW scenes, "best" should be "best"		Writing	Closed	
In the chat, if you have set your "wasting status" text and then open to edit your username, you can't see or type out your new username		Programming	Closed	As intended. You need to hit the tick button next to the status to set it before editing your username/other text fields.
Day 7: when I click on my pet picture, all the effects as well and report back if different, they disappear, the action choices pop up, when I select one, the pet responds. Then disappears again during the dialogue.	On MacOS, have NSFW ipa in the app folder. Played the Programing		Closed	Already fixed above - pet shouldn't be there that day
Day 7: pronoun mismatch on pet, dialogue reads, "And in return, you feel intense love from (pet/him) as he vide her wildly head against you."	Chosen gender for pet: male	Writing	Closed	Fixed!
Day 7: Pet reappears when opening a book, but then disappears when checking on him. Only reappears when opening the book and if you click on the laptop or closet, pet disappears from bed		Programming	Closed	Already fixed above - pet shouldn't be there that day, so try deleting your build and re downloading, then starting over with a new save.
Plung into peak out of game window and no sound?!		Programming	Closed	As intended, not making any changes to the mingames for this build
Day 1: "response" should be "responsive" and pronoun for pet remains as "them" if forget if the they/them pronoun for the pet is meant to stay the same or not.	Clicked the "Check on pet" option before the petting option	Writing	Closed	Fixed!
Day 8: "Do I know you, but these you don't know possible, Grim?" might be missing "we're" between know and possible		Writing	Closed	As intended.
Day 8: in chat MC says "I figured I'd just stay in bed with (pet) and chat to you" instead of "chat with you".		Writing	Closed	
Day 8: when I feed interacting with my pet (cat), I opened up the name your pet is	Clicked on pet option first thing after text	Programming	Closed	Fixed!
Day 7: when talking about how capser received advice, choosing to skip over the story causes capser's eyes to remain shut until reaching the choices after his line "so would never forget."	clicked the option "im not sure im up for a sad story right"	Programming	Closed	Fixed!
Day 8: When loading a saved file during the fireworks scene as well as the NSFW scene, the music/OST that is meant to play during those scenes does not play	Clicked "Load" then selected the saved file	Programming	Closed	
Day 8: When in the chat room Grim says "I hadn't known how, unlike yourself you feel, when sick, "Should I instead be "I hadn't know how, unlike yourself, how I feel when sick."	Play game as normal	Writing	Closed	As intended.
Day 8: When on the phone call with Grim, the word Organization is misspelled as "Organistation"	Play game as normal	Writing	Closed	This is the Australian spelling
Day 8: When on the phone call with Grim, the word Organization is misspelled as "Organistation" again	Play game as normal	Writing	Closed	This is the Australian spelling
Can't download Windows BETA from great link - says file is in owner's trash (Writing	Closed	Already responded on Patreon, please download directly from Patreon, not your email, because the link updates over time as we make fixes.
Day 1: When offering to email Grim the soul, he spells "transferred" as "transformed"	Pick "Of course! It's all yours!"	Writing	Closed	As intended.
Day 7: removed "for" in the sentence "There's a big festival on tomorrow night."	Play through game	Writing	Closed	As intended.
Day 8 (I believe): when talking about birthday feasts grim says "why do you ever eating what you enjoy at home", unsure of the what if properly should say but if says "necessity"	Play game as normal	Writing	Closed	As intended. "Why do that (eat at a restaurant) over eating what you enjoy at home?"
Grammar: Day 5 (I): In chatroom, the DLC option "You did I screenshot the messages to look at later reads weird. Suggested changing it to either "I took a screenshot of the messages..." or "I screenshotted the messages..." to make it read easier.	Play game as normal	Writing	Closed	No change, as intended. We're also not making changes to any pre-RTB content unless it's mistakes.
Character design screen - Accidentally hit Tab button while in the character design screen when recording character for the beta. Brought up the "Slipping" animation on the design page. When starting the beta at Day 5, the animation was still there and I screenshotted Capser's dialog.	Exit game and reload save file.	Programming	Closed	This is the way the engine works so likely won't make any changes to this, it will only skip content you've read before, so not a problem for new players and old players likely will be skipping through pre-read text.
Day 8: Spelling "physic form" is misspelled as "physical form". Sentence is "Imagine the next READER physical from you could be in, then."	Play game as normal, select option "They're tasty, but..."	Writing	Closed	Fixed!
Day 8: Spelling "An amusement arcade."	Play normally, select "Wait, do you have arcades?"	Writing	Closed	Play normally, select "Wait, do you have arcades?"
Day 1: "Nobodies and Voice Adding reference" You laughingly slide into your [level] down. A loud after my own heart it seems. "Voice uses the word "over" in the	Play game as normal, select option "Can't you see my love?"	Writing	Closed	As mentioned in the post, some lines are already going through rerecording.
Dev self report - music notes for messages go behind the history button			Open	
Any day middle click either putting up a black screen, last photo before end of a call, or removing the UI, depending on what screen you are on when you click	play as normal, press middle click	Programming	Closed	Working as intended. Middle click hides UI, inbuilt into the engine.
Day 8: When opening through a save file, the normal chat text didn't work in the chat box but when I was over it, it was possible to delete it, then the chat box was empty and I was able to type in the chat box. This was the case when I loaded the game.			Closed	
reference: EDIT: It cuts to the 2:06 screen and when I go to load the most recent file, there is not one there for the first day, only the most recent one! Same (which is right before this scene and I can only go through the same scene, it won't progress past that scene (even if I best working on my pet?) I also updated the google file to a video and it should be accessible now!	Play as normal	Writing	Closed	I think the tester is misunderstanding the betas - this is where the current beta ends?
Day 5: Typo, missing a space	play as normal	Writing	Closed	Will be fixed, but once again letting people know that we do not want people going through our files.
Grim's standing spilt layers his hair on top of his clothes	play as normal	Programming	Closed	As intended.
Day 1: When placing the bet the subtitles for Grim say "I am honorbound" when it should be "I am honor bound"	play as normal	Writing	Open	I am honorbound