Mark’s (DeveloperMode) Document on his journey to this project.

11/21/21

5:36PM

* Added a retry button on pause menu requested by HiloSven.

------------------------------------------------------------------------------------------------------------------------------------------

5:38PM

Game freezes upon restart after character dying

Fixing a discovered bug when player pause the game when character is dying, a pause menu appears while the character is dying. The game restarts with a still-pause without the pause UI and pressing pause button won’t work. You’d be stuck in the paused game without any way to unpause it.

How I fix it is preventing pause button to activate when character dies. The fix code I added was located in AutoControl.gd a var called “is\_character\_dying” this variable was added in the following scripts AutoloadControl.gd (included in its level restart function and player death function), Pause.gd, and player.gd