# The Only Once Bug

During a run through of my demo I discovered a bug (in 2048) that I didn't find during testing (because when I tested, I ran the game, played it I would reset the game after each test was completed) because four variables were not reset when the scene was closed, the result of this is the 2048 game can only be completed once and the game has to be closed and reopened to complete it again. The variables in question controlled when the lose/win code was run (Such as displaying the lose/win text and sending the score to the website), when the player loses, this variable is set to true, preventing the game from, sending more than one post request to the server and, making it so the lose text would appear only once. Of course, because these variables are not reset the game thinks they have always either won or lost after they do either of those things, reloading the scene does nothing to fix this (I.E when they are sent back to the main menu and play the game a second time).

Text

Description automatically generatedThe Fix: