

# How to Use Git and GitHub

DASHBOARD

CLASSROOM

MATERIALS

DISCUSSION

OVERVIEW

[Problem Set 1](#) > Identifying a Bug

## Buggy behavior

If you started playing Pappu Pakia, you should have noticed some pretty strange behavior! The game seems empty of any obstacles, so it's pretty boring. Also, the bird (called a "pappu"), seems to flicker in various locations across the screen.

As you did in the previous lesson, use Git to checkout commits, run the game, and figure out which commit introduced the bug. When deciding where to start, it may be helpful to know that the bug was introduced recently! Enter the ID of the buggy commit on the next screen. You can also enter only the first four or more characters of the commit ID if that is easier.

In case you forget it and need it again, here is the ID of the most recent commit in the repository: `fa4c6bade4970c282b3870ad16f1bde8164663a9`

## Get Help

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## Instructor Notes

No additional notes for this section

## Downloadables

There are no relevant downloads for this part of the course.

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