## Examining the buggy commit

Use Git's history to figure out what changes were introduced in the commit that caused the bug. On the next screen, check any changes that were introduced, and enter the name of the file that was affected.

## Finding and fixing the bug

Now that you know what changes were introduced by the buggy commit, do you have any idea what could have caused the bug? If not, don't worry about it. The answer will be in the solution if you're curious.

Once you've identified the code that caused the bug, obtain a working version of the game. You can do this by either:

* Figuring out what caused the bug (or check the solution), and modify the code to fix the bug
* Checking out the commit before the one with the bug. That commit won't contain the most up-to-date version of the code, but for the purposes of the upcoming exercise it won't matter.