## There is a second bug

Now you should have a version of the code that works much better - your pappu is not flickering across the screen, and there are plenty of obstacles to avoid. However, there is another, harder to see, bug in the code.

During the game, a cluster of berries appears reasonably often. When the pappu hits those berries, it should split into three pappu clones, but instead, nothing seems to happen.

## Finding the bug

This time, instead of checking out old versions of the code, just run git log and look at the 10 most recent commits. Based only on the commit messages, which commit do you think is most likely to have introduced this bug? You can't be sure just by reading the messages, but pick the one you think is most likely.