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| Dubit’s Coding Challenge |
| Specification Documents |
| Chuan Liu |

# Bug Fixed

Player’s score logic issue

The “final score” has been sent with the “game over event” actually before the game finished. The reason is, when the timer counts end, the game is still on running (maybe the last 3 moles wait to be hit).

The bug has been fixed by a new “game over event” report logic.

Missing semicolon

MoleGameViewBase.as 🡪function “startAnimationEnd()”🡪line “\_moleGame.start()”.