

Bug Report #2

Tuesday, June 18, 2019

5:37 AM

Bug	Fixed?
If you lost the a game and the speed wasn't x1.0, the speed text won't display x1.0. It'll display the last speed (the last speed that was displayed the previous game).	<input checked="" type="checkbox"/> updateCharSequence() in SpeedMultiplierStuff is now called inside resetCurrentSpeedMultiplier function which is in BulletsHandler.
If you lost a game and there was a plus or a minus bullet, the next game will never have a plus or a minus bullet.	<input checked="" type="checkbox"/> Bullet.setThereIsPlusOrMinus(false) ; is now called inside playerLost() function which is in HealthHandler class.