**Crashes detected:**

**In touch mode, bath scene when trying to move the duck.**

**Terminating app due to uncaught exception 'NSRangeException', reason: '-[UIPanGestureRecognizer locationOfTouch:inView:]: index (0) beyond bounds (0).'**

**\*\*\* First throw call stack:**

**(0x183502db0 0x182b67f80 0x183502cf8 0x1888580b0 0x100022590 0x188be9f30 0x1887fe728 0x18868b770 0x188beb530 0x18864a4d8 0x188647254 0x1834b8728 0x1834b64cc 0x1834b68fc 0x1833e0c50 0x184cc8088 0x1886c2088 0x1000184e8 0x182f7e8b8)**

**libc++abi.dylib: terminating with uncaught exception of type NSException**

**(lldb)**