

# Bug Report

**Summary:** [PC][Gameplay] If a player is on fire when a game restarts, they stay on fire.

**Severity:** B - Can affect players and game balance, won't affect progression or save data, can be circumnavigated.

**Priority:** Low - Should be fixed before release.

**Department/Recipient:** Programming

**Context/Environment:** Gold Build, PC

**Description:** When a game ends, if a player's ragdoll is on an active fire trap, they stay on fire at the game end screen, if the players decide to play another round, the fire can persist and damage that player prematurely.

**Expected Behaviour:** The fire is put out once a round ends.

**Observed Behaviour:** Player enters the game end scene while still on fire.

## Reproduction:

1. Load the game in the Gold Build.
2. Plug in 2 or more controllers into the PC.
3. Click on "Start Game" and register a player to each controller.
4. Play a match until one player is at their last life near death.
5. Have that player die with their ragdoll landing onto a fire trap.
6. Observe the results.

**Rate of Repro:** Varies on map layout.

## Attachments:

[7zqh8h.gif](#)