
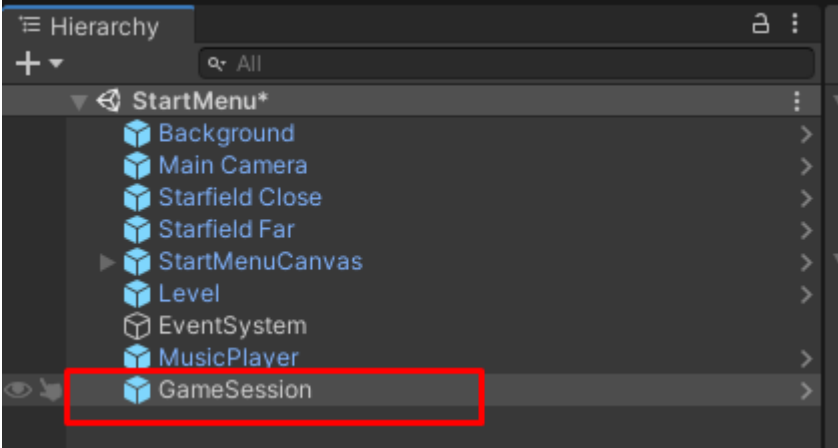

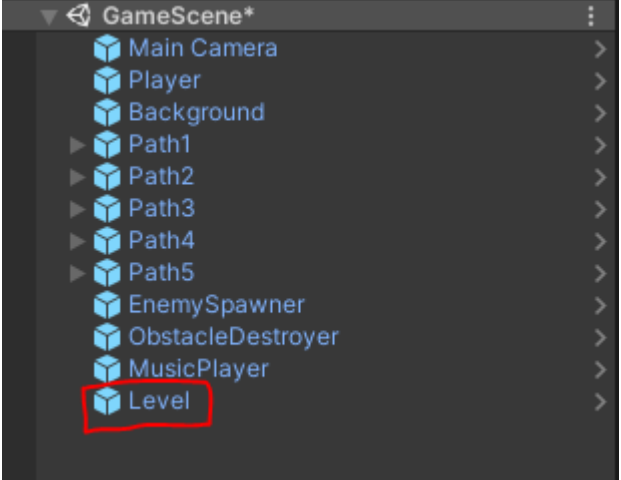

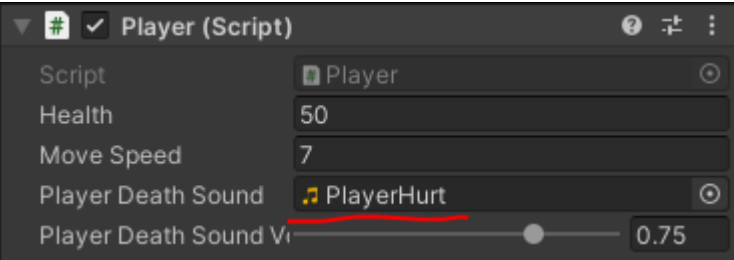

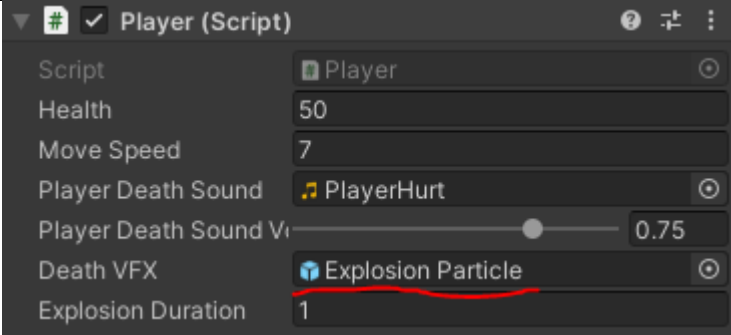

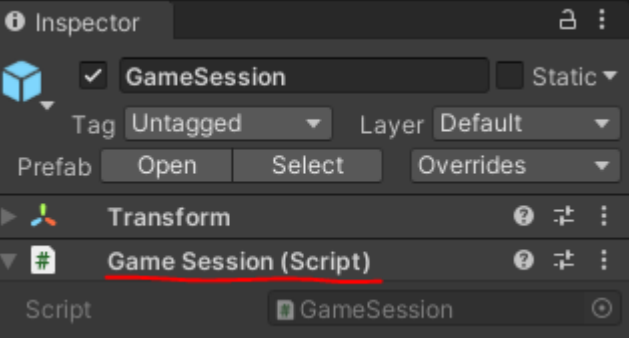



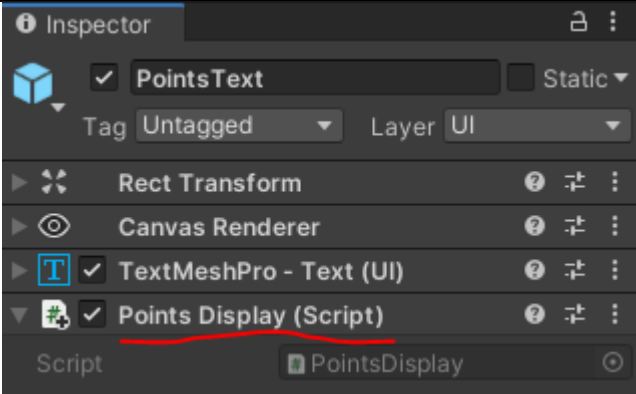
Test Case 1	 [10:58:37] NullReferenceException: Object reference not set to an instance of an object Level.LoadGame () (at Assets/Scripts/Level.cs:21)
Line Error	<i>FindObjectOfType<GameSession>().ResetGame();</i>
Error Explanation	The Game cannot find the <i>GameSession</i> in the Scene
Error Correction	<i>GameSession</i> prefab was moved in the Hierarchy
Error Correction ScreenShot	 <p>The screenshot shows the Unity Hierarchy window. The root object is 'StartMenu*'. Under it, there are several child objects: 'Background', 'Main Camera', 'Starfield Close', 'Starfield Far', 'StartMenuCanvas', 'Level', 'EventSystem', 'MusicPlayer', and 'GameSession'. The 'GameSession' object is highlighted with a red rectangular box, indicating its location in the scene hierarchy.</p>



Test Case 2	 [23:50:55] NullReferenceException: Object reference not set to an instance of an object Player.Die () (at Assets/Scripts/Player.cs:76)	
Line Error	FindObjectOfType<Level>().LoadGameOver();	
Error Explanation	The Game cannot find the Level object in the Scene	
Error Correction	Level prefab was moved to the Hierarchy	
Error Correction ScreenShot		


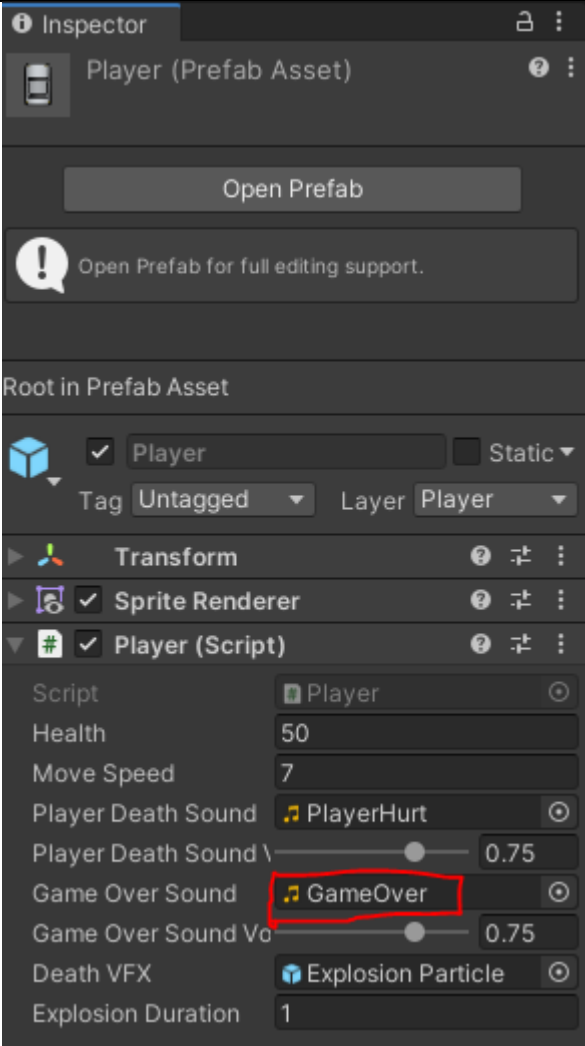
Test Case 3	 [23:58:55] UnassignedReferenceException: The variable playerDeathSound of Player has not been assigned. You probably need to assign the playerDeathSound variable of the Player script in the inspector.	
Line Error	<pre>AudioSource.PlayClipAtPoint(playerDeathSound, Camera.main.transform.position, playerDeathSoundVolume);</pre>	
Error Explanation	The Game cannot find a value for the variable playerDeathSound	
Error Correction	Assign the correct audio file as the variable's value	
Error Correction ScreenShot		


Test Case 4	 [00:24:50] UnassignedReferenceException: The variable deathVFX of Player has not been assigned. You probably need to assign the deathVFX variable of the Player script in the inspector.
Line Error	<pre>GameObject explosion = Instantiate(deathVFX, other.transform.position, Quaternion.identity);</pre>
Error Explanation	The Game cannot find a value for the variable deathVFX
Error Correction	Drag the Explosion Particle prefab into the value field for deathVFX in the inspector
Error Correction ScreenShot	


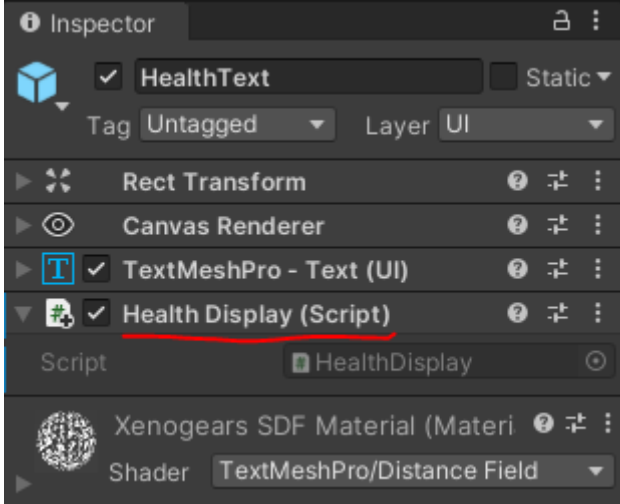
Test Case 5	 [01:05:45] NullReferenceException: Object reference not set to an instance of an object ObstacleDestroyer.OnTriggerEnter2D (UnityEngine.Collider2D otherObject) (at Assets/Scripts/ObstacleDestroyer.cs:12)	
Line Error	FindObjectOfType<GameSession>().AddToPoints();	
Error Explanation	The Game cannot access the GameSession script from the GameSession object	
Error Correction	Add the GameSession script to the GameSession object as a component in the inspector	
Error Correction ScreenShot		


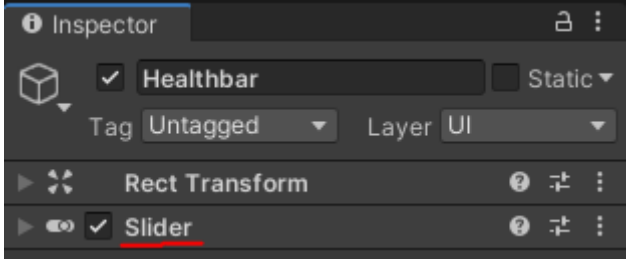
Test Case 6	 [01:11:11] NullReferenceException: Object reference not set to an instance of an object GameSession.AddToPoints () (at Assets/Scripts/GameSession.cs:35)	
Line Error	FindObjectOfType<PointsDisplay>().UpdatePoints(points);	
Error Explanation	The Game cannot access the PointsDisplay script from the PointsText object	
Error Correction	Add the PointsDisplay script to the PointsText object as a component in the inspector	
Error Correction ScreenShot		


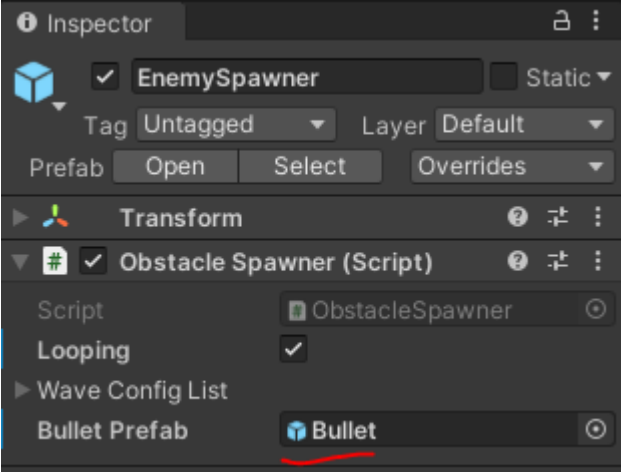
Test Case 7	 [01:35:54] Scene 'GameOverScene' couldn't be loaded because it has not been added to the build settings or the AssetBundle has not been loaded. To add a scene to the build settings use the menu File->Build Settings...
Line Error	SceneManager.LoadScene("GameOverScene");
Error Explanation	The Game cannot access the GameOverScene
Error Correction	Add the GameOverScene to the list of scenes in build
Error Correction ScreenShot	


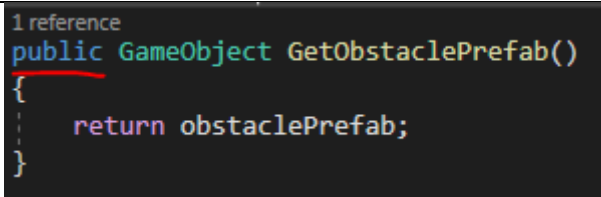
Test Case 8	 [01:55:25] UnassignedReferenceException: The variable gameOverSound of Player has not been assigned. You probably need to assign the gameOverSound variable of the Player script in the inspector.	
Line Error	<pre>AudioSource.PlayClipAtPoint(gameOverSound, Camera.main.transform.position, gameOverSoundVolume);</pre>	
Error Explanation	The Game cannot find a value for the variable gameOverSound	
Error Correction	Assign the correct audio file as the variable's value	
Error Correction ScreenShot	 <p>The screenshot shows the Unity Inspector window for a 'Player' Prefab Asset. The 'Player (Script)' component is expanded, showing various fields. The 'Game Over Sound' field is highlighted with a red box and contains the 'GameOver' audio clip. Other fields include 'Script' (Player), 'Health' (50), 'Move Speed' (7), 'Player Death Sound' (PlayerHurt), 'Player Death Sound Volume' (0.75), 'Game Over Sound Volume' (0.75), 'Death VFX' (Explosion Particle), and 'Explosion Duration' (1).</p>	


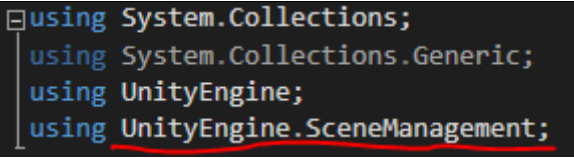
Test Case 9	 [02:14:46] NullReferenceException: Object reference not set to an instance of an object ObstacleDestroyer.OnTriggerEnter2D (UnityEngine.Collider2D otherObject) (at Assets/Scripts/ObstacleDestroyer.cs:14)
Line Error	if(otherObject.GetComponent<ObstaclePathing>() != null && !FindObjectOfType<Player>().GetDead())
Error Explanation	The Game cannot access the GetDead method because the Player object has already been destroyed
Error Correction	Change the code to check if a Player object exists instead
Error Correction ScreenShot	<pre>// Adds points only if the object colliding has a ObstaclePathing script //to differentiate obstacles from bullets // AND if the player is NOT null (if the player object still exists) if(otherObject.GetComponent<ObstaclePathing>() != null && FindObjectOfType<Player>() != null) FindObjectOfType<GameSession>().AddToPoints();</pre>

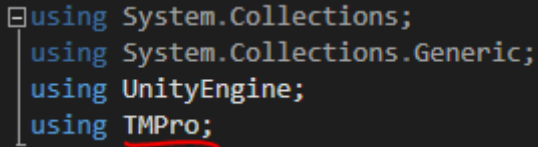
Test Case 10	 [02:43:06] NullReferenceException: Object reference not set to an instance of an object Player.ProcessHit (DamageDealer damageDealer) (at Assets/Scripts/Player.cs:82)	
Line Error	FindObjectOfType<HealthDisplay>().UpdateHealth();	
Error Explanation	The Game cannot access the HealthDisplay script from the HealthText object	
Error Correction	Add the HealthDisplay script to the HealthText object as a component in the inspector	
Error Correction ScreenShot		

Test Case 11	 [02:45:19] NullReferenceException: Object reference not set to an instance of an object HealthDisplay.Start () (at Assets/Scripts/HealthDisplay.cs:19)	
Line Error	healthbar.maxValue = player.GetHealth();	
Error Explanation	The variable for the healthbar slider component is null	
Error Correction	Make sure the Healthbar object has a slider component	
Error Correction ScreenShot		

Test Case 12	 [21:48:04] UnassignedReferenceException: The variable bulletPrefab of ObstacleSpawner has not been assigned. You probably need to assign the bulletPrefab variable of the ObstacleSpawner script in the inspector.	
Line Error	<pre>var newBullet = Instantiate(bulletPrefab, new Vector3(waveToSpawn.GetBulletX(), 6, 0), Quaternion.identity);</pre>	
Error Explanation	bulletPrefab does not contain a value, so the game cannot create an instance of it.	
Error Correction	Drag the Bullet Prefab into the appropriate field in the inspector	
Error Correction ScreenShot		

Test Case 13	 [21:56:06] Assets\Scripts\ObstacleSpawner.cs(55,37): error CS0122: 'WaveConfig.GetObstaclePrefab()' is inaccessible due to its protection level	
Line Error	<pre>var newObstacle = Instantiate(waveToSpawn.GetObstaclePrefab(), waveToSpawn.GetWaypoints()[0].transform.position, Quaternion.identity);</pre>	
Error Explanation	The function GetObstaclePrefab() cannot be accessed because it is private	
Error Correction	Add the “public” keyword to the function	
Error Correction ScreenShot	 <pre>1 reference public GameObject GetObstaclePrefab() { return obstaclePrefab; }</pre>	

Test Case 14	 [22:20:43] Assets\Scripts\Level.cs(12,9): error CS0103: The name 'SceneManager' does not exist in the current context	
Line Error	<i>SceneManager.LoadScene(0);</i>	
Error Explanation	SceneManager cannot be used	
Error Correction	Add the SceneManagement library to the script	
Error Correction ScreenShot	 <pre> using System.Collections; using System.Collections.Generic; using UnityEngine; using <u>UnityEngine.SceneManagement;</u> </pre>	

Test Case 15	[22:28:08] Assets\Scripts\PointsDisplay.cs(9,5): error CS0246: The type or namespace name 'TextMeshProUGUI' could not be found (are you missing a using directive or an assembly reference?)	
Line Error	TextMeshProUGUI pointsText;	
Error Explanation	TextMeshProUGUI cannot be used	
Error Correction	Add the TMPro library to the script	
Error Correction ScreenShot	 <pre> using System.Collections; using System.Collections.Generic; using UnityEngine; using <u>TMPro</u>; </pre>	