2D CAR GAME HOME ASSIGNMENT

PROGRAMMING FOR COMPUTER GAMES ASSIGNMENT

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| **Test Case 1** |  |
| Line Error | AssetImporters.AssetImporterEditor:InternalSetTargets(Object[]) |
| Error Explanation | Missing Music File. |
| Error Correction | Importing the proper music file. |
| Error Correction ScreenShot |  |

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| **Test Case 2** |  |
| Line Error | Player.ProcessHit (Damage Dealer dmgDealer) |
| Error Explanation | It was trying to reference DamageDealer but it was not attached therefore a NullReference. |
| Error Correction | Importing the DamageDealer Script and setting it to 0. |
| Error Correction ScreenShot |  |

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| **Test Case 3** |  |
| Line Error | SceneManager:LoadScene |
| Error Explanation | It could not load scene due to invalid name. |
| Error Correction | Fixed the name properly. |
| Error Correction ScreenShot |  |

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| **Test Case 4** |  |
| Line Error | ScoreText = gameSession.GetScore().ToString(); |
| Error Explanation | It could not post the score that was changed to text to the ScoreText object since it didn’t know where to put it. |
| Error Correction | ScoreText.text |
| Error Correction ScreenShot |  |

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| **Test Case 5** |  |
| Line Error | waveWayPoints.Add(); |
| Error Explanation | It did not know what to add it was basically adding nothing into the list. |
| Error Correction | waveWayPoints.Add(child); |
| Error Correction ScreenShot |  |