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| Test Case 2 |  |
| Line Error | FindObjectOfType<GameSession>().AddToScore(scoreValue) |
| Error Explanation | Syntax error I forgot to put a semicolon at the end. |
| Error Correction | FindObjectOfType<GameSession>().AddToScore(scoreValue); |
| Error Correction ScreenShot |  |

**Task 3 a: Review, Build and Deploy the Game**

Most of my errors are syntax errors, but I also had some different ones. I did not have a lot of errors as I literally followed the Laser Defender Document and the lecture videos. Therefore, my code is mostly copied but obviously I tweaked it and made it suit my game.

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| --- | --- |
| Test Case 1 |  |
| Line Error | Logical error in the Inspector of the obstacles. |
| Error Explanation | The tag was set as “Untagged” and not set as “Obstacle”. |
| Error Correction | Set the tag of each Obstacle as “Obstacle”. |
| Error Correction ScreenShot |  |

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| --- | --- |
| Test Case 3 | NOT A TIPICAL ERROR |
| Line Error | if(otherObject.gameObject.tag == “Obstacle”) |
| Error Explanation | So, this was an error that did not show up as error. The sound when the obstracle was avoided was not played. |
| Error Correction | Therefore, I found that I actually misspelled the obstacle word and wherever there was an obstacle in the code or the game I wrote “obstracle” with an “R”. Instead of changing all of the words I continued with “obstRacle”. |
| Error Correction ScreenShot |  |

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| --- | --- |
| Test Case 4 |  |
| Line Error | / |
| Error Explanation | The shredder did not work, and the objects were not destroyed. Therefore, no sound was made. |
| Error Correction | I put the shredder up so it can be before the waypoints and the sound can be made. |
| Error Correction ScreenShot |  |

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| --- | --- |
| Test Case 5 |  |
| Line Error | healthText.text = player.GetHealth(); |
| Error Explanation | Here I forgot that I should convert the int to a string and I was confused until I read the error. |
| Error Correction | Just added “.ToString()” at the end. |
| Error Correction ScreenShot |  |

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| --- | --- |
| Test Case 6 |  |
| Line Error | / |
| Error Explanation | This was also a weird error/mistake I did. I did not set up the UI scale method as “Scale With Screen Size”. |
| Error Correction | I set it to be “Scale With Screen Size” and the resolution of 1080x1920 |
| Error Correction ScreenShot |  |

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| --- | --- |
| Test Case 7 | *(forgot to screenshot it.. PS I was too lazy to recreate it)* |
| Line Error | / |
| Error Explanation | I had an error saying the deathVFX of DamageDealer was not assigned to all obstacles. |
| Error Correction | I checked that laser prefab shouldn’t have deathVFX so, I created a script and put the ObstacleExplosion() method there. That method is then called from Player script trigger method. |
| Error Correction ScreenShot |  |