
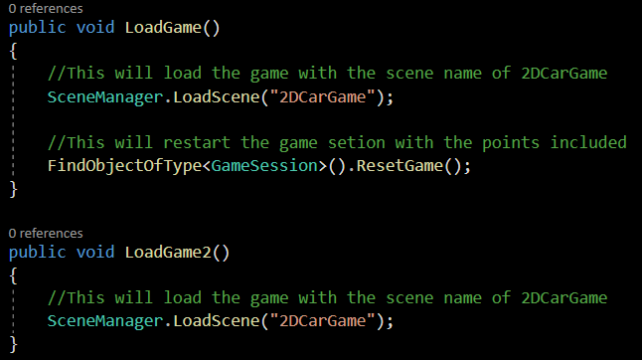

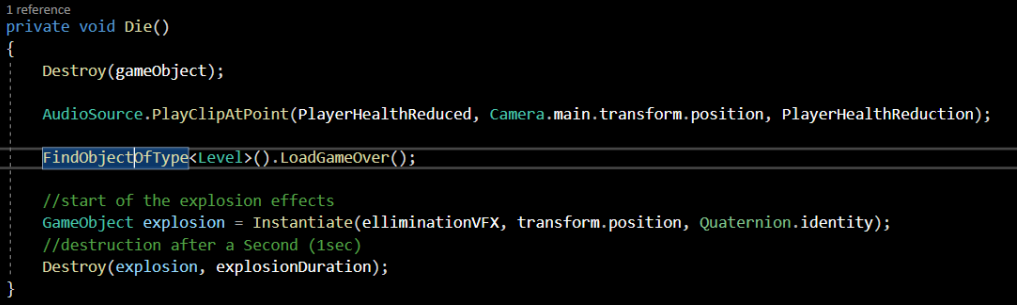

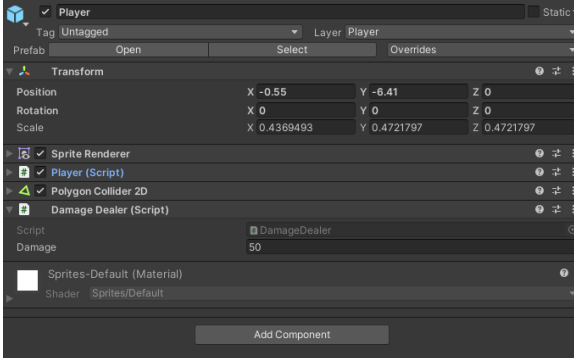

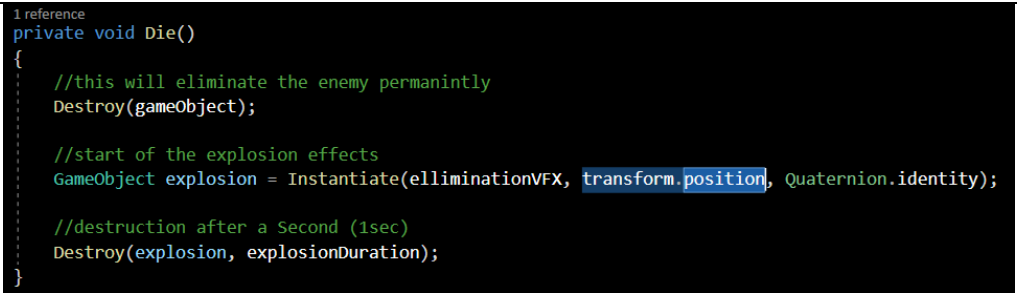
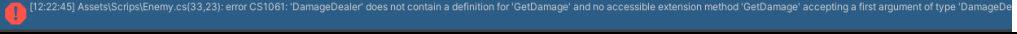
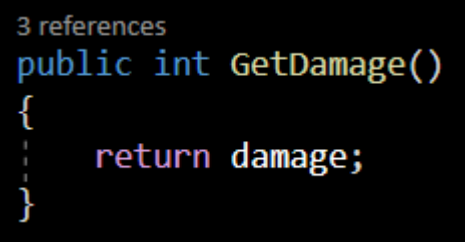



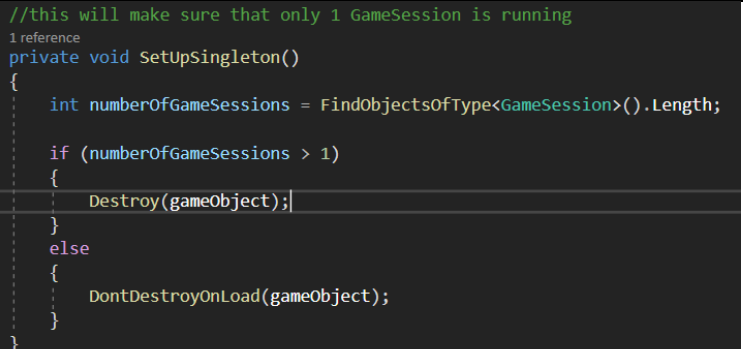
Test Case 1	 [03:54:58] NullReferenceException: Object reference not set to an instance of an object Level.LoadGame () (at Assets/Scripts/Level.cs:25)	
Line Error	NullReferenceException: Object reference not set to an instance of an object	
Error Explanation	The program is trying to add an action that is not possible in the launch of the game because the variable is empty this is for Start button for the scene in start menu	
Error Correction	I fixed this issue by createine another scene without the reset game variable, so it only starts with the default code and then the score cleaner code	
Error Correction Screenshot	 <pre> 0 references public void LoadGame() {     //This will load the game with the scene name of 2DCarGame     SceneManager.LoadScene("2DCarGame");      //This will restart the game setion with the points included     FindObjectOfType&lt;GameSession&gt;().ResetGame(); }  0 references public void LoadGame2() {     //This will load the game with the scene name of 2DCarGame     SceneManager.LoadScene("2DCarGame"); } </pre>	


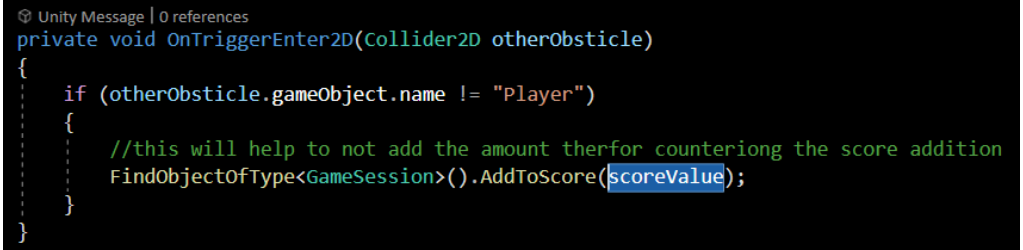
Test Case 2	 [09:45:07] Assets\Scripts\Player.cs(65,36): error CS1061: 'Level[]' does not contain a definition for 'LoadGameOver' and no accessible extension method 'LoadGameOver' accepting a first argument of type 'Level[]'	
Line Error	Assets\Scripts\Player.cs(65,36): error CS1061: 'Level[]' does not contain a definition for 'LoadGameOver' and no accessible extension method 'LoadGameOver' accepting a first argument of type 'Level[]' could be found (are you missing a using directive or an assembly reference?)	
Error Explanation	It is telling me it cannot find the LoadGameOver method	
Error Correction	I fixed it by realising that the line of code I wrote was wrong as I wrote "FindObjectOfType" when it must me "FindObjectOfType"	
Error Correction Screenshot	 <pre> 1 reference private void Die() {     Destroy(gameObject);      AudioSource.PlayClipAtPoint(PlayerHealthReduced, Camera.main.transform.position, PlayerHealthReduction);      FindObjectOfType&lt;Level&gt;().LoadGameOver();      //start of the explosion effects     GameObject explosion = Instantiate(elliminationVFX, transform.position, Quaternion.identity);     //destruction after a Second (1sec)     Destroy(explosion, explosionDuration); } </pre>	


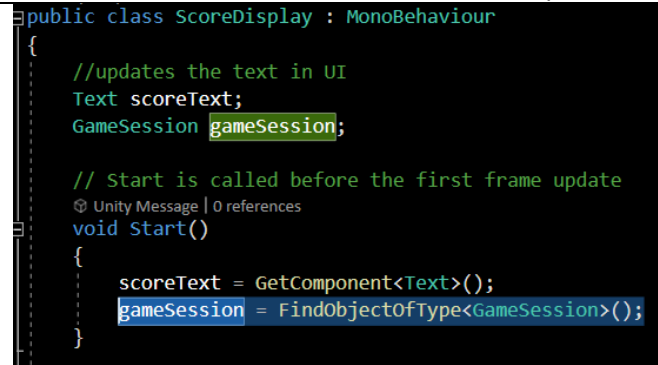
Test Case 3	 [09:49:57] NullReferenceException: Object reference not set to an instance of an object Enemy.ProcessHit (DamageDealer dmg) (at Assets/Scripts/Enemy.cs:33)	
Line Error	NullReferenceException: Object reference not set to an instance of an object Enemy.ProcessHit (DamageDealer dmg) (at Assets/Scripts/Enemy.cs:33) Enemy.OnTriggerEnter2D (UnityEngine.Collider2D otherObject) (at Assets/Scripts/Enemy.cs:28)	
Error Explanation	It is basically telling me that the code I put in the damage dealer is not being called	
Error Correction	I fixed that by adding the damage dealer script to the player	
Error Correction Screenshot		


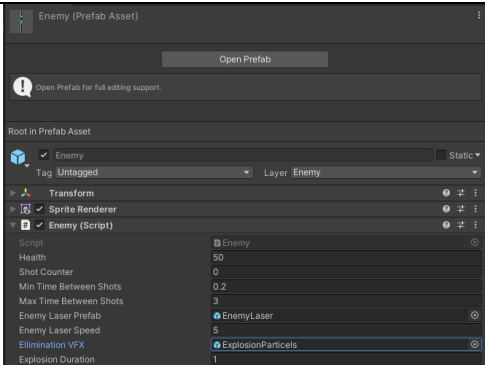
Test Case 4	 [12:11:12] Assets\Scripts\EnemyNoLaser.cs(39,61): error CS1503: Argument 2: cannot convert from 'UnityEngine.Quaternion' to 'UnityEngine.Transform'	
Line Error	Assets\Scripts\EnemyNoLaser.cs(39,61): error CS1503: Argument 2: cannot convert from 'UnityEngine.Quaternion' to 'UnityEngine.Transform'	
Error Explanation	The error is telling me that it needs a transform to be able to work	
Error Correction	So to fix it I added a "transform.position" to the code for it to be able to function properly	
Error Correction Screenshot	 <pre> 1 reference private void Die() {     //this will eliminate the enemy permanently     Destroy(gameObject);      //start of the explosion effects     GameObject explosion = Instantiate(eliminationVFX, transform.position, Quaternion.identity);      //destruction after a second (1sec)     Destroy(explosion, explosionDuration); } </pre>	


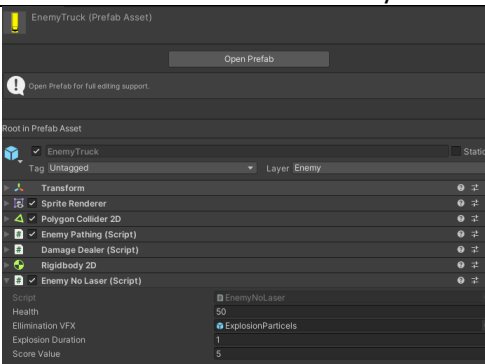
Test Case 5		
Line Error	Assets\Scripts\Enemy.cs(33,23): error CS1061: 'DamageDealer' does not contain a definition for 'GetDamage' and no accessible extension method 'GetDamage' accepting a first argument of type 'DamageDealer' could be found (are you missing a using directive or an assembly reference?)	
Error Explanation	In this error it is saying that the damage dealer does not contain a definition "GetDamage"	
Error Correction	To fix that I created a method in damage dealer with the name "GetDamage"	
Error Correction Screenshot	 <pre> 3 references public int GetDamage() {     return damage; } </pre>	


Test Case 6		
Line Error	Assets\Scripts\GameSession.cs(17,69): error CS1061: 'GameSession[]' does not contain a definition for 'Lenght' and no accessible extension method 'Lenght' accepting a first argument of type 'GameSession[]' could be found (are you missing a using directive or an assembly reference?)	
Error Explanation	This error is telling me that that the script game section does not have a definition of Length	
Error Correction	If fix it by typing it correctly as I wrote it wrong the first time which lead to the error	
Error Correction Screenshot	 <pre> //this will make sure that only 1 GameSession is running 1 reference private void SetupSingleton() {     int numberOfGameSessions = FindObjectsOfType&lt;GameSession&gt;().Length;      if (numberOfGameSessions &gt; 1)     {         Destroy(gameObject);     }     else     {         DontDestroyOnLoad(gameObject);     } } </pre>	


Test Case 7	 [12:40:59] Assets\Scripts\PlayerCollision.cs(14,45): error CS7036: There is no argument given that corresponds to the required formal parameter 'scoreValue' of 'GameSession.AddToScore(int)'
Line Error	Assets\Scripts\PlayerCollision.cs(14,45): error CS7036: There is no argument given that corresponds to the required formal parameter 'scoreValue' of 'GameSession.AddToScore(int)'
Error Explanation	It is telling me that the script PlayerCollision does not have an argument that corresponds to the required parameter "scoreValue"
Error Correction	I fix that by adding the parameter "scoreValue" in the end brackets of "FindObjectOfType"
Error Correction Screenshot	 <pre> Unity Message   0 references private void OnTriggerEnter2D(Collider2D otherObstacle) {     if (otherObstacle.gameObject.name != "Player")     {         //this will help to not add the amount therfor counteriong the score addition         FindObjectOfType&lt;GameSession&gt;().AddToScore(scoreValue);     } } </pre>


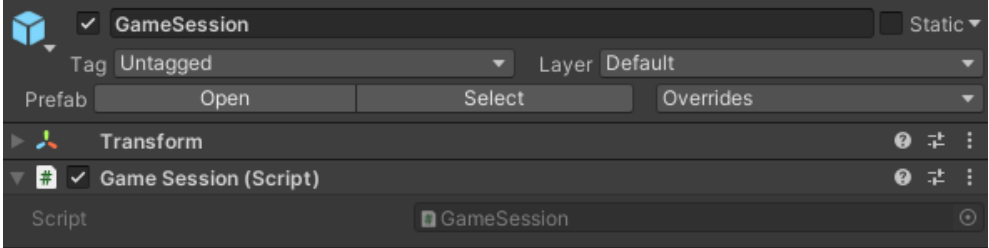
Test Case 8	 [12:45:46] NullReferenceException: Object reference not set to an instance of an object ScoreDisplay.Update () (at Assets/Scripts/ScoreDisplay.cs:22)
Line Error	NullReferenceException: Object reference not set to an instance of an object ScoreDisplay.Update () (at Assets/Scripts/ScoreDisplay.cs:22)
Error Explanation	In this error it is telling me that an object reference has not been set by object "ScoreDisplay.Update ()"
Error Correction	I fixed that by adding a "FindObjectOfType" that is linked to the script "GameSession" in to the void Start to fix the problem
Error Correction Screenshot	 <pre> public class ScoreDisplay : MonoBehaviour {     //updates the text in UI     Text scoreText;     GameSession gameSession;      // Start is called before the first frame update     Unity Message   0 references     void Start()     {         scoreText = GetComponent&lt;Text&gt;();         gameSession = FindObjectOfType&lt;GameSession&gt;();     } } </pre>


Test Case 9	 [12:55:28] UnassignedReferenceException: The variable elliminationVFX of Enemy has not been assigned. You probably need to assign the elliminationVFX variable of the Enemy script in the inspector.	
Line Error	UnassignedReferenceException: The variable elliminationVFX of Enemy has not been assigned. You probably need to assign the elliminationVFX variable of the Enemy script in the inspector.	
Error Explanation	This error is telling me that the “SerializeField” of “elliminationVFX” has not be assigned properly and that the problem is probably in the inspector	
Error Correction	I fixed it by arranging the inspector enemy script by adding the “ExplodingParticles” in the “elliminationVFX” field	
Error Correction Screenshot		

Test Case 10	 [13:01:40] UnassignedReferenceException: The variable enemyLaserPrefab of Enemy has not been assigned. You probably need to assign the enemyLaserPrefab variable of the Enemy script in the inspector.	
Line Error	UnassignedReferenceException: The variable enemyLaserPrefab of Enemy has not been assigned. You probably need to assign the enemyLaserPrefab variable of the Enemy script in the inspector.	
Error Explanation	It is telling me that the enemy script does not have an “enemyLaserPrefab” assigned in the inspector	
Error Correction	I fixed it by creating another enemy script and just removing every laser aspect there was since I didn’t want any laser shooting out of those enemies	
Error Correction Screenshot		

Test Case 11	 [13:21:08] Assets\Scripts\EnemySpawner.cs(20,41): error CS0103: The name 'SpawnAllWaves' does not exist in the	
Line Error	Assets\Scripts\EnemySpawner.cs(20,41): error CS0103: The name 'SpawnAllWaves' does not exist in the current context	
Error Explanation	It is telling me that the script "EnemySpawner" does not have the name "SpawnAllWaves" in its current context	
Error Correction	I fixed it by adding a "IEnumerator" method to start all the waves to spawn.	
Error Correction Screenshot	<div> 2 references <pre> private IEnumerator SpawnAllWaves() {     //I'm accessing each wave in waveConfigsList     //Then waiting for all enemies in that wave to spawn     //Before sent to loop again     foreach (WaveConfig currentWave in waveConfigsList)     {         //Before yielding and returning, All enemies in Wave get spawned         yield return StartCoroutine(SpawnAllEnemiesInWave(currentWave));     } } </pre> </div>	

Test Case 12	 [13:24:35] Assets\Scripts\EnemySpawner.cs(41,41): error CS1061: 'WaveConfig' does not contain a definition for 'GetEnemyPrefab' and no accessible extension m	
Line Error	Assets\Scripts\EnemySpawner.cs(41,41): error CS1061: 'WaveConfig' does not contain a definition for 'GetEnemyPrefab' and no accessible extension method 'GetEnemyPrefab' accepting a first argument of type 'WaveConfig' could be found (are you missing a using directive or an assembly reference?)	
Error Explanation	This is telling me that the script "WaveConfig" does not contain a definition of "GetEnemyPrefab" and no method named "GetEnemyPrefab"	
Error Correction	So, I fixed it by creating a method "GetEnemyPrefab" and giving it a return value to the "enemyPrefab"	
Error Correction Screenshot	<div> 1 reference <pre> public GameObject GetEnemyPrefab() {     return enemyPrefab; } </pre> </div>	

Test Case 13	 [13:39:29] NullReferenceException: Object reference not set to an instance of an object ScoreDisplay.Update () (at Assets/Scripts/ScoreDisplay.cs:22)
Line Error	NullReferenceException: Object reference not set to an instance of an object ScoreDisplay.Update () (at Assets/Scripts/ScoreDisplay.cs:22)
Error Explanation	This error is telling me that the problem is that it has a version of it in its code but its not used properly
Error Correction	I fixed that by adding a “GameSession” script to GameSession
Error Correction Screenshot	

Test Case 14	 [13:49:35] Assets\Scripts\EnemySpawner.cs(48,57): error CS1061: 'WaveConfig' does not contain a definition for 'GetTimeBetweenSpawns' and no accessible extension method 'GetTimeBetweenSpawns' accepting a first argument of type 'WaveConfig' could be found (are you missing a using directive or an assembly reference?)
Line Error	Assets\Scripts\EnemySpawner.cs(48,57): error CS1061: 'WaveConfig' does not contain a definition for 'GetTimeBetweenSpawns' and no accessible extension method 'GetTimeBetweenSpawns' accepting a first argument of type 'WaveConfig' could be found (are you missing a using directive or an assembly reference?)
Error Explanation	The error is that in the script “WaveConfig” the definition “GetTimeBetweenSpawns” is not an accessible extension method
Error Correction	I fixed that by creating a method of “GetTimeBetweenSpawns” in the “WaveConfig” script and everything should be running smoothly
Error Correction Screenshot	