
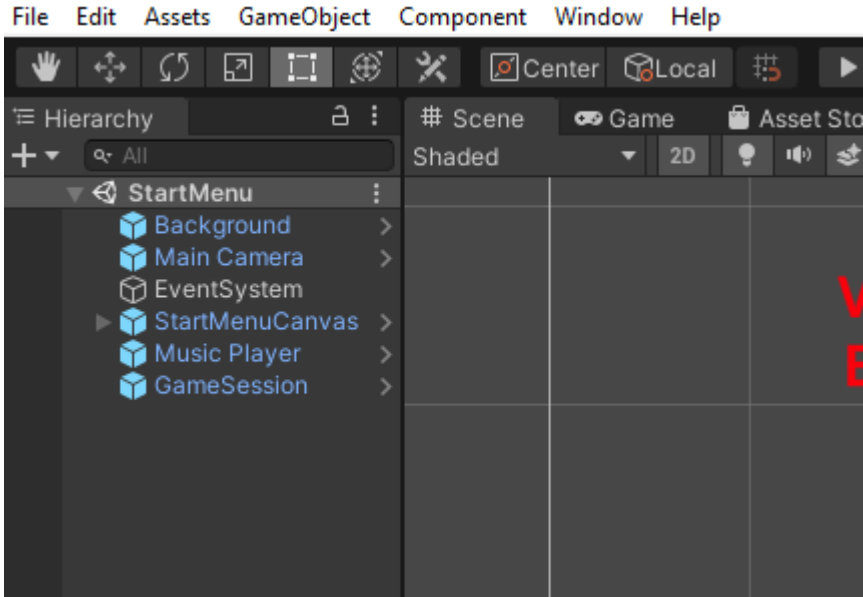
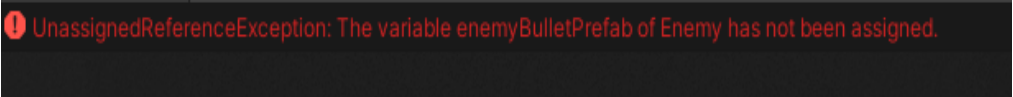


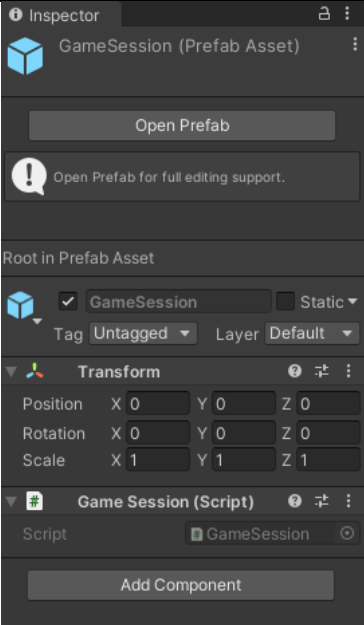


### Task 3: Review, Build and Deploy the Game

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	FindObjectOfType().ResetGame();
Error Explanation	The Game cannot find the GameSession in the Scene
Error Correction	GameSession prefab was moved in the Hierarchy
Error Correction Screen Shot	

Test Case 2		
Error Explanation	When the script was assigned to a prefab with no laser assigned to it, Unity was creating an error that prefab will be always null by default.	
Error Correction	The laser was assigned but the min and max time between shoots were raised to a number where the obstacle would already have been destroyed and by so doesn't shoot.	
Error Correction Screen Shot		

Test Case 3		
Error Explanation	The script was searching for an object that didn't exist.	
Error Correction	Object was created and the script was added to it.	
Error Correction Screen Shot		

Test Case 4	<div>! UnassignedReferenceException: The variable deathVFX of Player has not been assigned.</div>
Error Explanation	DeathVFX is the death visual effect that appears when colliding and it was not set.
Error Correction	DeathVFX was assigned an explosion VFX
Error Correction Screen Shot	<div><div><div>▼ # ✓ Player (Script) ? ↗ ⋮</div><div><div>Script</div><div>Move Speed</div><div>Padding</div><div>Health</div><div>Death VFX</div><div>Explosion Duration</div></div><div><div>Player</div><div>5</div><div>0.5</div><div>50</div><div>Explosion Parti</div><div>1</div></div><div><div>⌵ ▲ ✓ Polygon Collider 2D ? ↗ ⋮</div><div></div></div></div></div>