
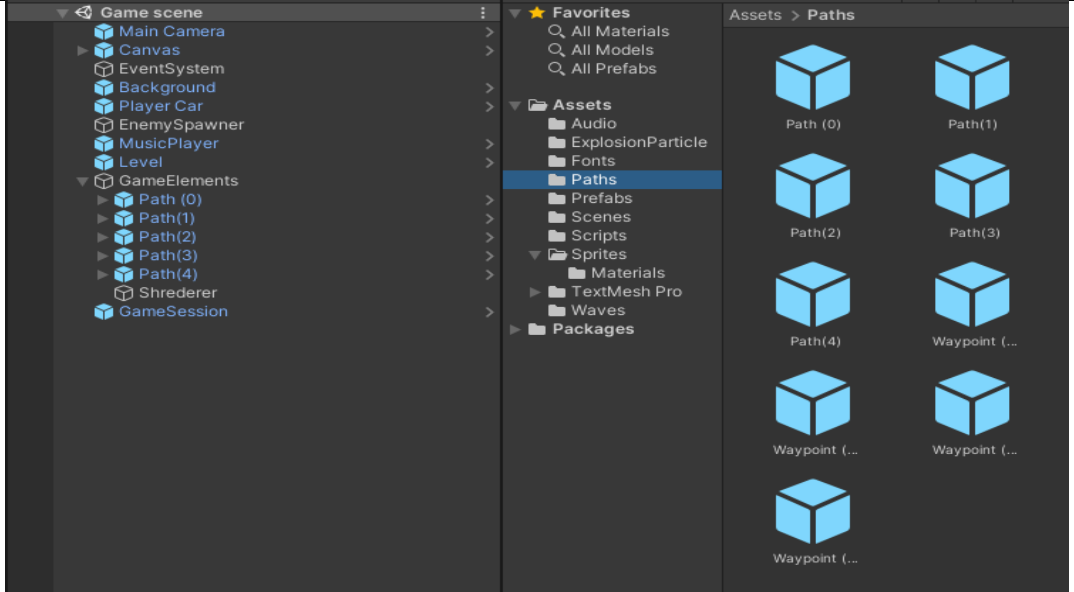
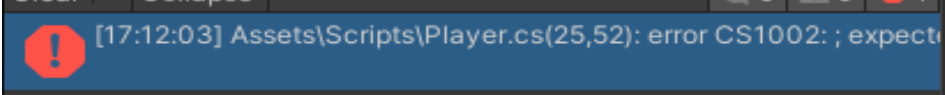
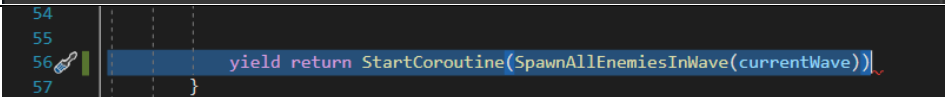
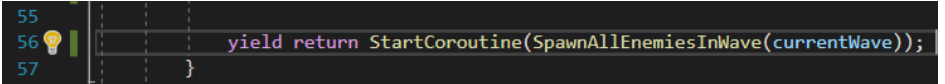

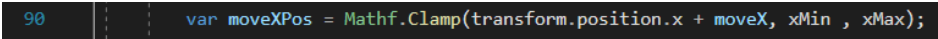
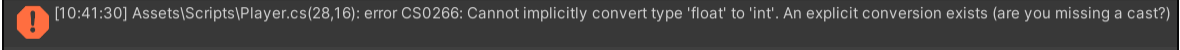

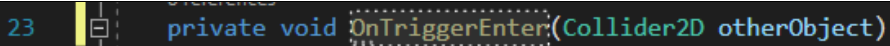
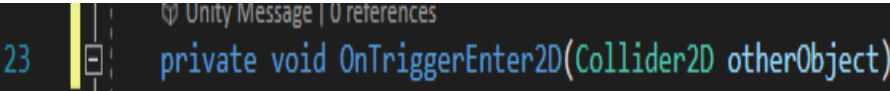



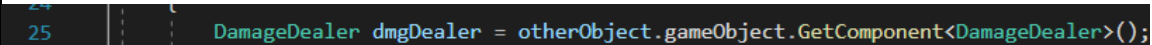
Test Case 1	 [00:11:10] ArgumentException: Index was out of range. Must be non-negative and less than the size of the collection. Parameter name: index
Line Error	<i>It is not a programming error</i>
Error Explanation	This is saying that the list of waypoints is empty, and this error occurred because the obstacle prefabs did not move according to waypoints.
Error Correction	Basically, what I had done is that I had to re do the paths and the most important thing was that I had to drag also the paths of the first waypoint as well in the paths folder.
Error Correction ScreenShot	 <p>The screenshot displays the Unity development environment with three panels: Hierarchy, Project, and Assets. The Hierarchy panel on the left shows the 'Game scene' with objects like Main Camera, Canvas, EventSystem, Background, Player Car, EnemySpawner, MusicPlayer, Level, GameElements (containing Path (0) through Path (4), Shrederer, and GameSession), and GameSession. The Project panel in the middle shows a 'Favorites' section with search filters and an 'Assets' section where the 'Paths' folder is selected. The Assets panel on the right, titled 'Assets &gt; Paths', shows a grid of blue cube icons representing paths and waypoints, labeled Path (0), Path (1), Path (2), Path (3), Path (4), and Waypoint (...).</p>

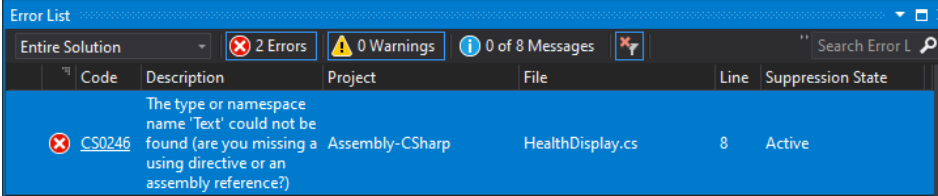
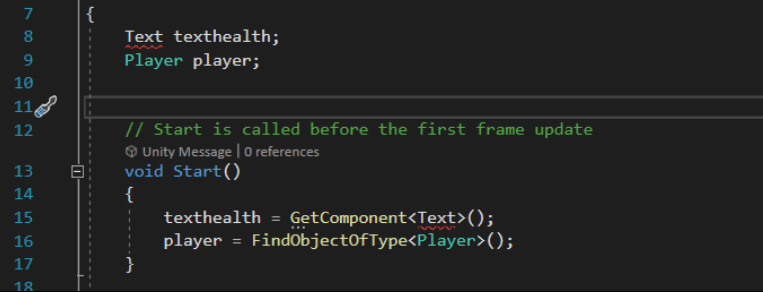
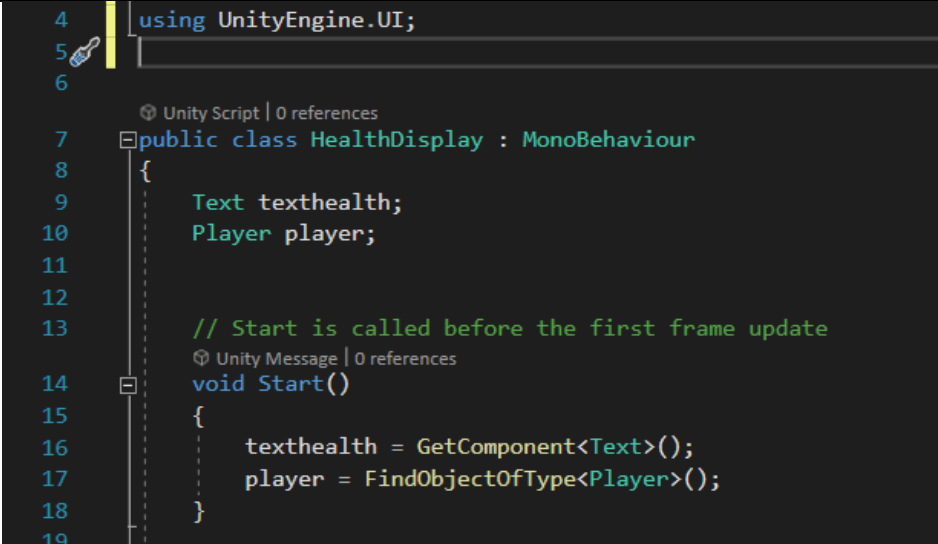
Test Case 2	
Line Error	
Error Explanation	Basically, this error is saying that I have missed something in that line of code.
Error Correction	In order to arrange this error I had put a ; at the end of that line of code.
Error Correction ScreenShot	

Test Case 3	 [10:41:46] Assets\Scripts\Player.cs(41,71): error CS1513: } expected
Line Error	<pre>var moveXPos = Mathf.Clamp transform.position.x + moveX, xMin , xMax;</pre>
Error Explanation	Basically, this error is similar to the other error which is indicating that I forgot something else.
Error Correction	In order to arrange this error, I had to notice and remember what I have got missing and after some thinking I noticed that I had the brackets missing.
Error Correction ScreenShot	

Test Case 4		
Line Error	<div><div>76 77 78</div><div>xMin = cameraView.ViewportToWorldPoint(new Vector3(0, 0, 0)).x + padding; xMax = cameraView.ViewportToWorldPoint(new Vector3(1, 0, 0)).x - padding;</div></div>	
Error Explanation	This error is showing that a data type is not set as it should be set.	
Error Correction	Basically in the serialized field I had to specify the xMin and xMax which these basically by mistake were specified as int instead of float. By specifying them using the float, the xMin and xMax worked correctly.	
Error Correction ScreenShot	<div><div>20</div><div>float xMin, xMax;</div></div>	<div><div>76 77 78</div><div>xMin = cameraView.ViewportToWorldPoint(new Vector3(0, 0, 0)).x + padding; xMax = cameraView.ViewportToWorldPoint(new Vector3(1, 0, 0)).x - padding;</div></div>

Test Case 5	
Line Error	
Error Explanation	This error is trying to say that I am missing something in the on trigger enter.
Error Correction	The thing that I have missed was that that I forgot to write 2D after OnTriggerEnter().
Error Correction ScreenShot	

Test Case 6	 [16:19:28] Assets\Scripts\Player.cs(31,70): error CS0119: 'DamageDealer' is a type, which is not valid in the given context
Line Error	<i>DamageDealer.getcomponent.</i>
Error Explanation	This error is indicating that there is wrong code written in a wrong context.
Error Correction	The code should be written this way in order to remove and solve this error, Get Component<DamageDealer>();
Error Correction ScreenShot	 24 25 DamageDealer dmgDealer = otherObject.gameObject.GetComponent<DamageDealer>();

Test Case 7	
Line Error	
Error Explanation	This error is saying that text could not be found, and I have to add something in the script.
Error Correction	Basically, after some thought in order to arrange and fix the error I wrote in the beginning of the program using UnityEngine.UI
Error Correction ScreenShot	

Test Case 8	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	



Test Case 9	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 10	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 11	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 12	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 13	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 14	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 15	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	