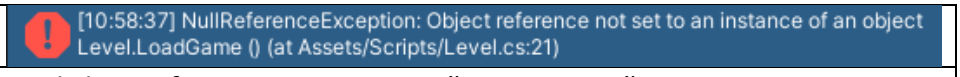
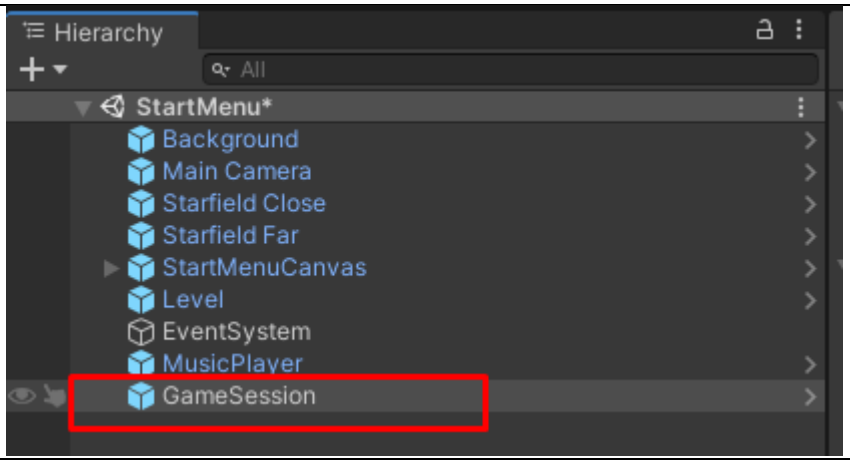
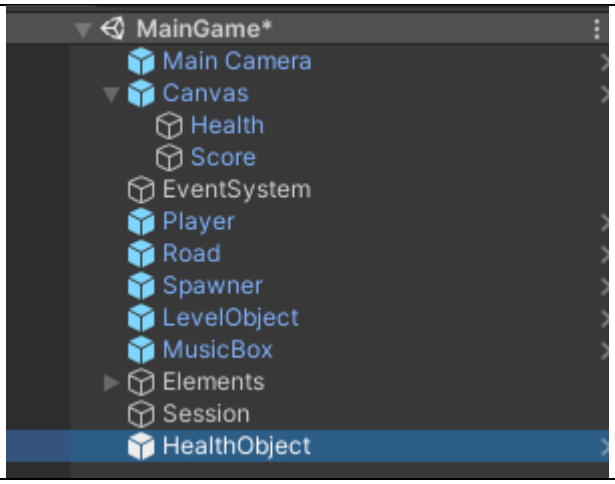
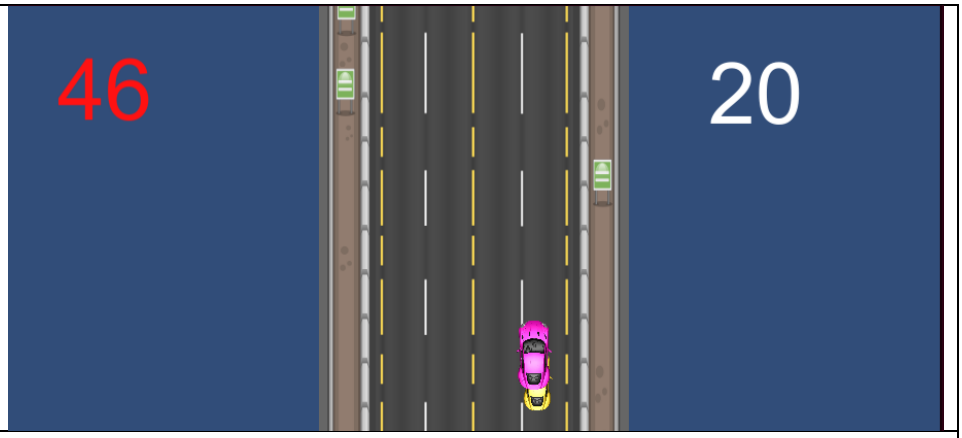
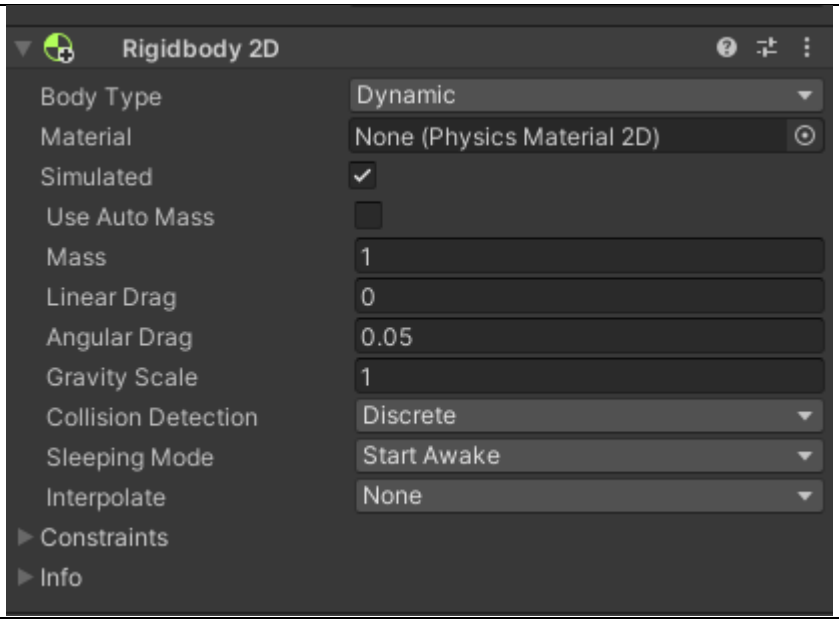
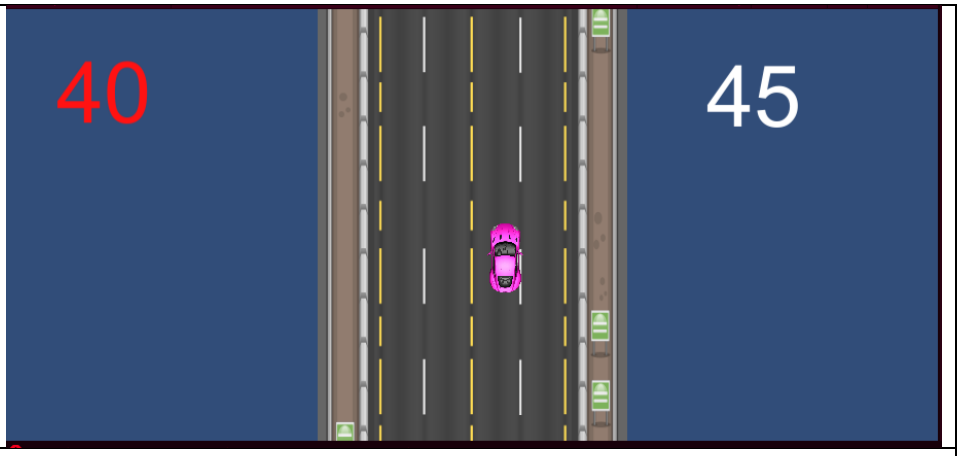
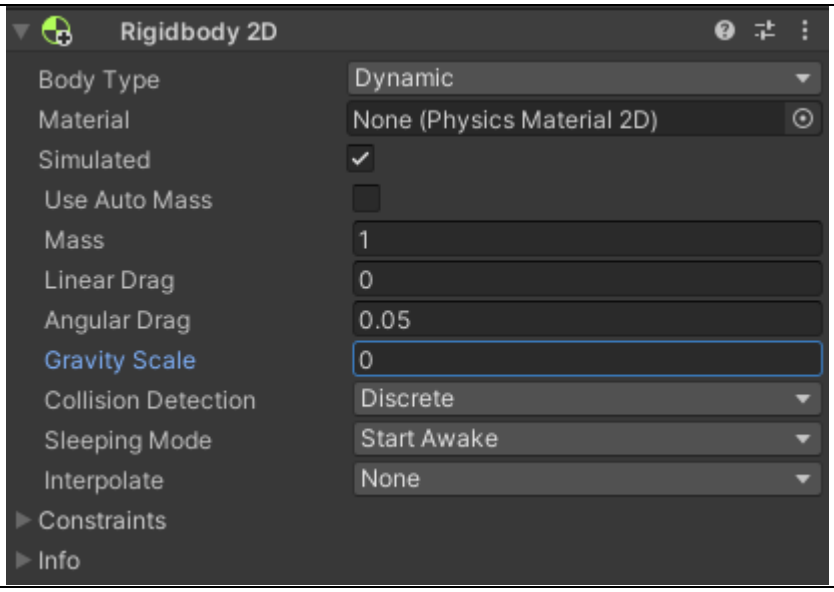
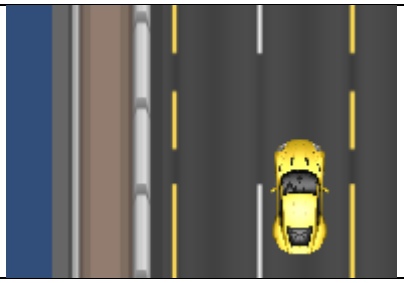
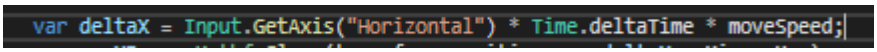
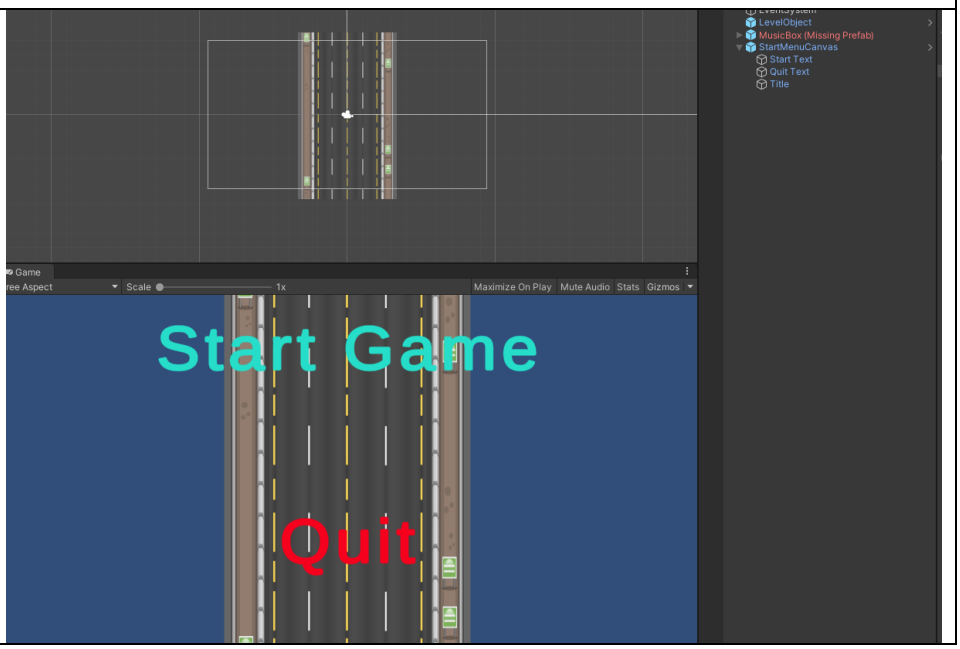
Test Case 1	
Line Error	*FindObjectOfType<GameSession>().ResetGame();*
Error Explanation	The Game cannot find the *GameSession* in the Scene
Error Correction	*GameSession* prefab was moved in the Hierarchy
Error Correction ScreenShot	

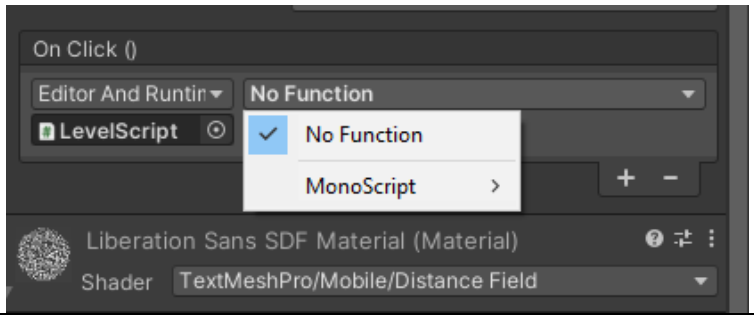
Test Case 2	
Line Error	`healthText.text = player.getHealth().ToString();`
Error Explanation	The game cannot find the Health object in the Scene
Error Correction	Health was moved in the hierarchy
Error Correction ScreenShot	

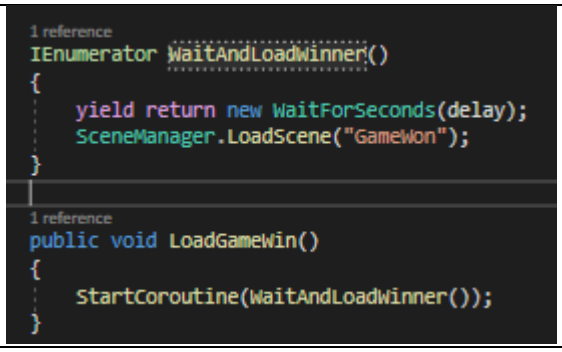
Test Case 3	
Line Error	*N/A*
Error Explanation	Game cannot detect collision with player
Error Correction	Added a Rigidbody2D component
Error Correction ScreenShot	

Test Case 4	
Line Error	*N/A*
Error Explanation	Player is deleted in the middle of the game
Error Correction	Gravity Scale in Rigidbody2D was set to 0
Error Correction ScreenShot	

Test Case 5	
Line Error	`var deltaX = Input.GetAxis("Vertical") * Time.deltaTime * moveSpeed;`
Error Explanation	When pressing A and D, the car does not move, due to the inputs being the “vertical” buttons
Error Correction	Replaced “vertical” with “horizontal”
Error Correction ScreenShot	

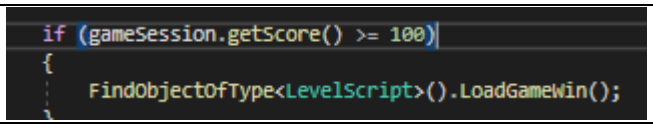
Test Case 6	
Line Error	*N/A*
Error Explanation	Score and Health went into the Start Menu canvas
Error Correction	A new Canvas was made and the original was deleted
Error Correction ScreenShot	

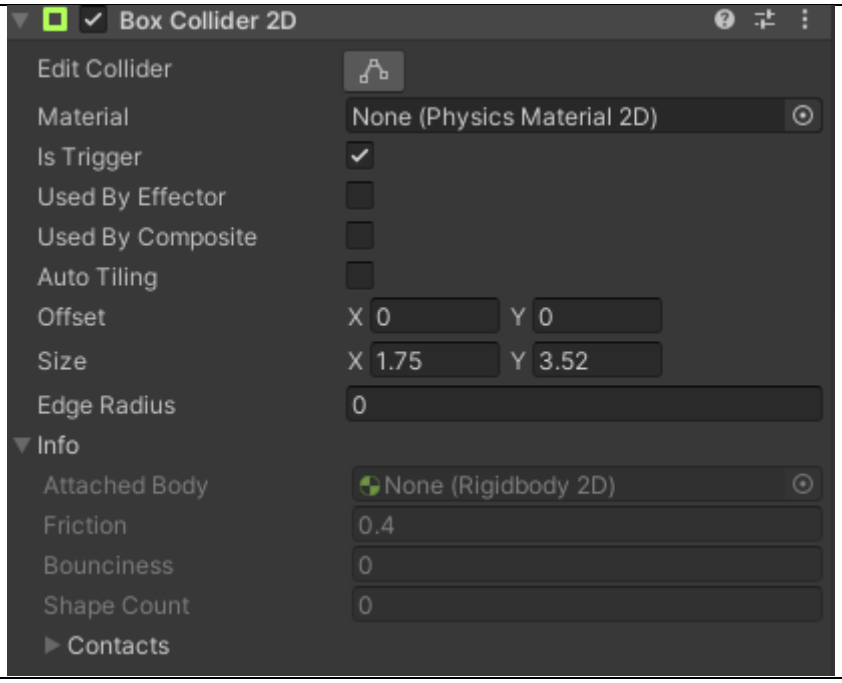
Test Case 7	
Line Error	
Error Explanation	Wrong object was added into the start button
Error Correction	Put LevelObject inside of the button
Error Correction ScreenShot	

Test Case 8	[17:36:58] Assets\Scripts\LevelScript.cs(35,24): error CS0103: The name 'WaitAndLoadWinner' does not exist in the current context
Line Error	`StartCoroutine(WaitAndLoadWinner());`
Error Explanation	The game cannot find a method called “WaitAndLoadWinner”
Error Correction	The method called “WaitAndLoadWon” was renamed to “WaitAndLoadWinner”
Error Correction ScreenShot	

```
1 reference
IEnumerator WaitAndLoadWinner()
{
    yield return new WaitForSeconds(delay);
    SceneManager.LoadScene("GameWon");
}

1 reference
public void LoadGameWin()
{
    StartCoroutine(WaitAndLoadWinner());
}
```

Test Case 9	
Line Error	`if (getScore() >= 100)`
Error Explanation	The game cannot find a method called getScore because it is not in the same script and does not call upon the class.
Error Correction	gameSession was added to the code to call the class and access the method.
Error Correction ScreenShot	

Test Case 10	
Line Error	
Error Explanation	Van going through car and not giving points despite having a collider and isTrigger being true
Error Correction	Given a different collider instead of polygon
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	