
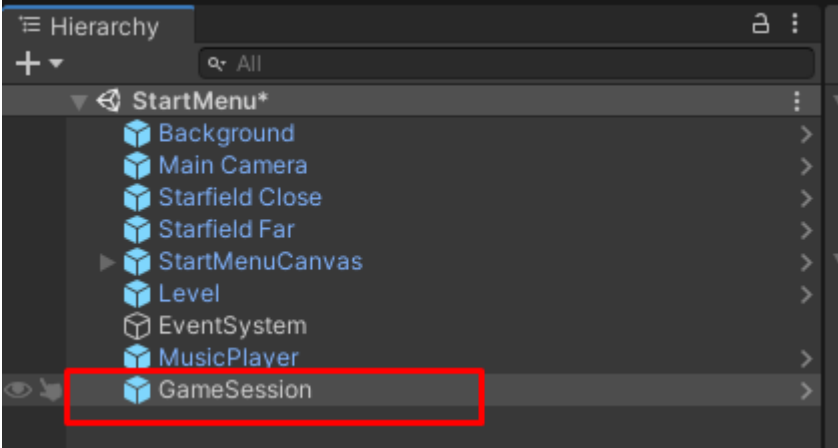

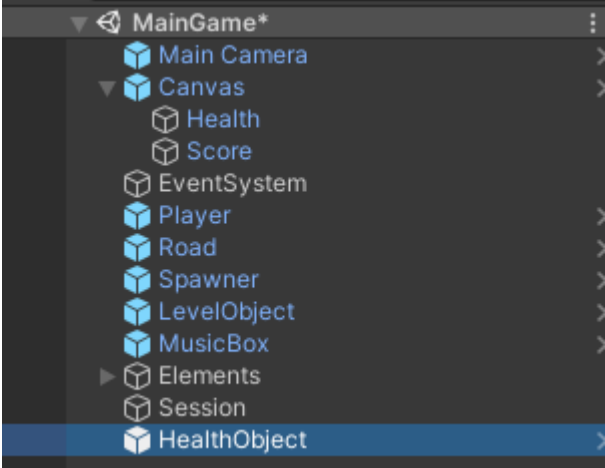
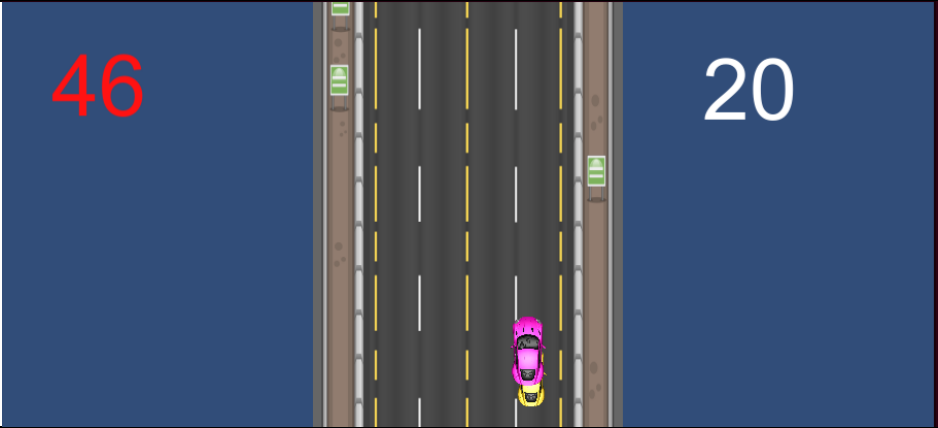
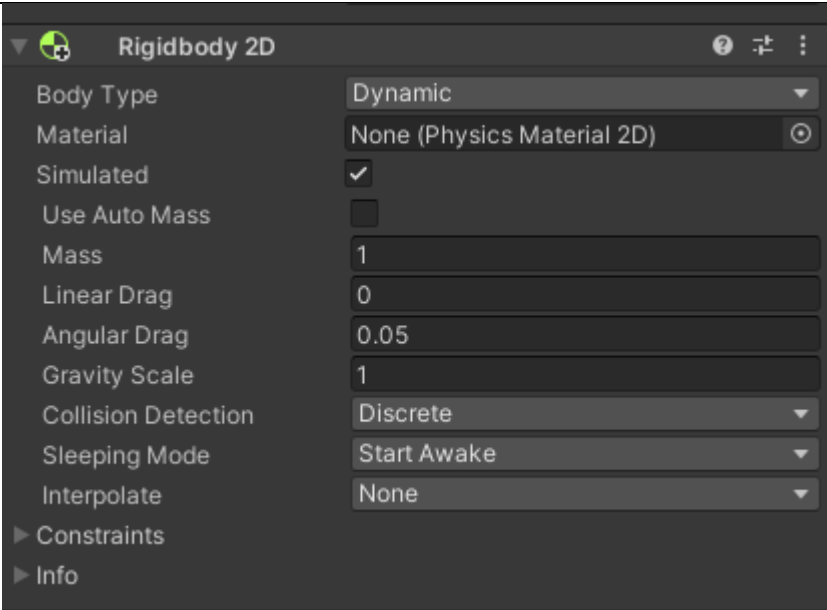

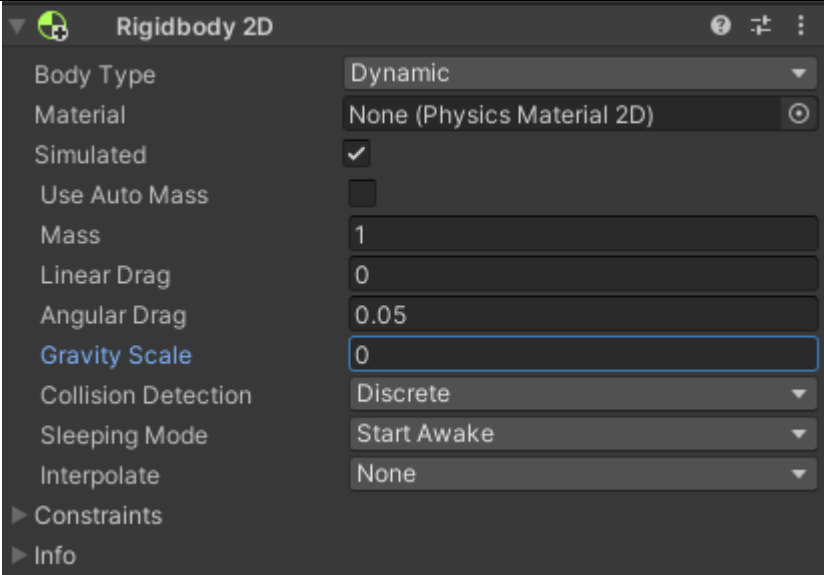
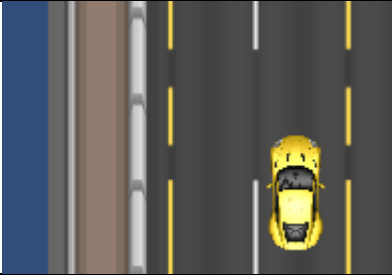
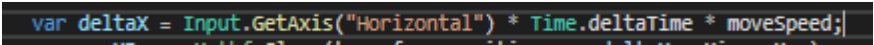




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| Test Case 1 |  [10:58:37] NullReferenceException: Object reference not set to an instance of an object Level.LoadGame () (at Assets/Scripts/Level.cs:21) |
| Line Error | <i>FindObjectOfType<GameSession>().ResetGame();</i> |
| Error Explanation | The Game cannot find the <i>GameSession</i> in the Scene |
| Error Correction | <i>GameSession</i> prefab was moved in the Hierarchy |
| Error Correction ScreenShot |  <p>The screenshot shows the Unity Hierarchy window. The root object is 'StartMenu*'. Under it, there are several child objects: 'Background', 'Main Camera', 'Starfield Close', 'Starfield Far', 'StartMenuCanvas', 'Level', 'EventSystem', 'MusicPlayer', and 'GameSession'. The 'GameSession' object is highlighted with a red rectangular box, indicating its location in the scene hierarchy.</p> |

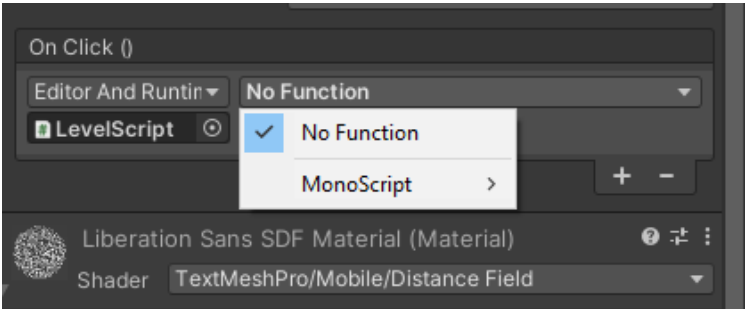
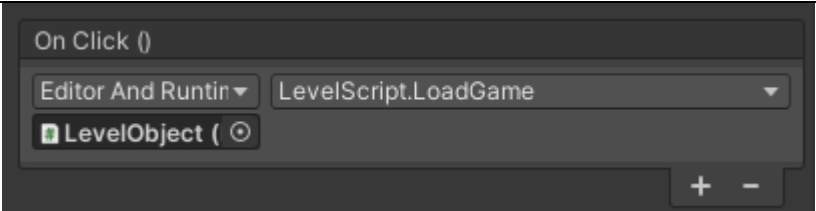
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| Test Case 2 |  [16:34:51] NullReferenceException: Object reference not set to an instance of an object Health.Update () (at Assets/Scripts/Health.cs:21) | |
| Line Error | healthText.text = player.getHealth().ToString(); | |
| Error Explanation | The game cannot find the Health object in the Scene | |
| Error Correction | Health was moved in the hierarchy | |
| Error Correction ScreenShot |  | |


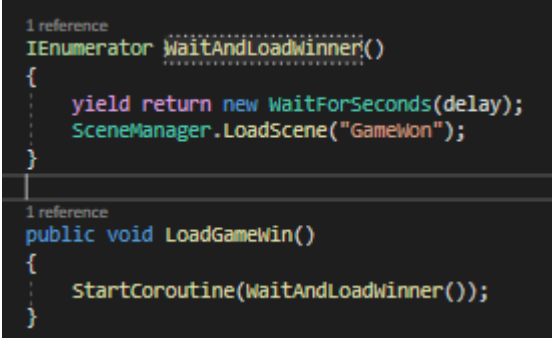
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| Test Case 3 |  | |
| Line Error | N/A | |
| Error Explanation | Game cannot detect collision with player | |
| Error Correction | Added a Rigidbody2D component | |
| Error Correction ScreenShot |  | |


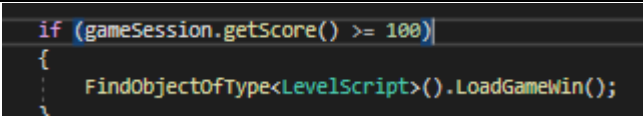
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| Test Case 4 |  |
| Line Error | N/A |
| Error Explanation | Player is deleted in the middle of the game |
| Error Correction | Gravity Scale in Rigidbody2D was set to 0 |
| Error Correction ScreenShot |  |


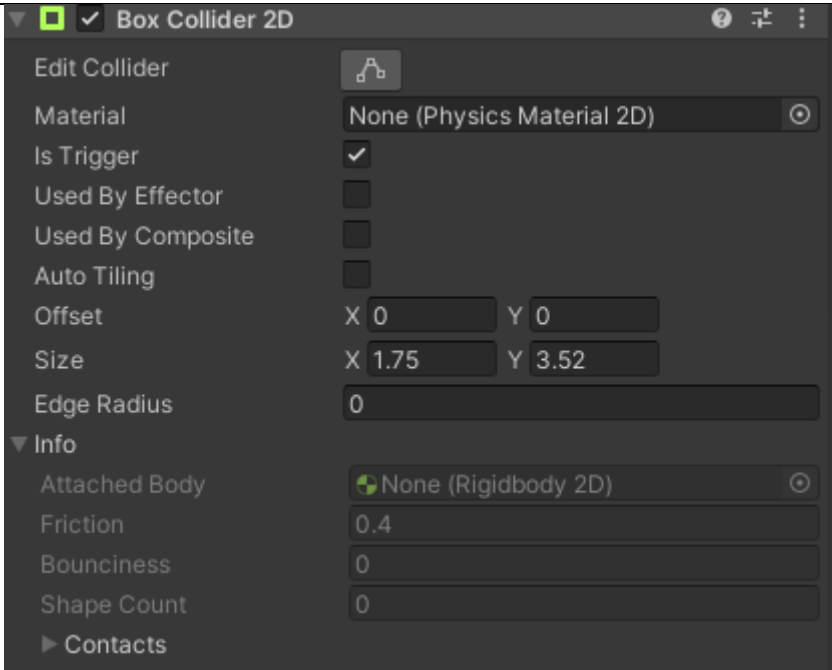
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| Test Case 5 |  |
| Line Error | <code>var deltaX = Input.GetAxis("Vertical") * Time.deltaTime * moveSpeed;</code> |
| Error Explanation | When pressing A and D, the car does not move, due to the inputs being the “vertical” buttons |
| Error Correction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

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| 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 |  |

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| 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 |  |

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| 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 |  <pre> 1 reference IEnumerator WaitAndLoadWinner() { yield return new WaitForSeconds(delay); SceneManager.LoadScene("GameWon"); } 1 reference public void LoadGameWin() { StartCoroutine(WaitAndLoadWinner()); } </pre> | |

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| Test Case 9 |  [17:39:53] Assets\Scripts\Score.cs(23,13): error CS0103: The name 'getScore' does not exist in the current context |
| 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 |  <pre> if (gameSession.getScore() >= 100) { FindObjectOfType<LevelScript>().LoadGameWin(); } </pre> |

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| 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 |  | |

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

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

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

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

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