**PCG – Task 3**

**Test Cases**

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| Test Case 1 |  |
| Line Error | Error in serialized field in unity. |
| Error Explanation | The sound effect was not yet assigned in unity. |
| Error Correction | I removed it as I did not find the use for it. |
| Error Correction Screen Shot |  |

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| Test Case 2 |  |  |
| Line Error | Error in serialized field in unity. |  |
| Error Explanation | The sound effect was not yet assigned in unity. |  |
| Error Correction | Sound was properly assigned |  |
| Error Correction Screen Shot |  |  |

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| Test Case 3 |  |
| Line Error | healthText.text = PlayerScript.GetHealth().ToString(); |
| Error Explanation | I had to write player instead of PlayerScript |
| Error Correction | I rearranged the line with ‘player’ instead of ‘PlayerScript’ |
| Error Correction Screen Shot |  |

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| Test Case 4 |  |
| Line Error | Text scoreText; |
| Error Explanation | Text could not be found |
| Error Correction | Using UnityEngine.UI library |
| Error Correction Screen Shot |  |

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| Test Case 5 |  |
| Line Error | gameSession = FindObjectsOfType<GameSession>(); |
| Error Explanation | Cannot convert GameSession[] to GameSession |
| Error Correction | FindObjectOfType instead of FindObjectsOfType |
| Error Correction Screen Shot |  |

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| Test Case 6 |  |
| Line Error | AudioSource.PlayClipAtPoint(playerHitSound, Camera.main.transform.position, playerHitSound); |
| Error Explanation | Expected a float and got Audio Clip therefore it cannot convert. |
| Error Correction | Correct variable name |
| Error Correction Screen Shot |  |

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| Test Case 7 |  |
| Line Error | scoreText.text = gameSession.GetScore().toString(); |
| Error Explanation | Cannot be converted to string |
| Error Correction | Corrected spelling of ToString(); |
| Error Correction Screen Shot |  |

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| Test Case 8 |  |
| Line Error | GameObject explosion = Instantiate(deathVF, transform.position, Quaternion.identity); |
| Error Explanation | deathVF doesn’t exist |
| Error Correction | Corrected spelling of deathVFX |
| Error Correction Screen Shot |  |

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| Test Case 9 |  |
| Line Error | SceneManager.LoadScene(0); |
| Error Explanation | SceneManger does not Exist |
| Error Correction | Import SceneManagement library |
| Error Correction Screen Shot |  |

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| Test Case 10 |  |
| Line Error | gameObject explosion = Instantiate(deathVFX, transform.position, Quaternion.identity); |
| Error Explanation | Gameobject was mistyped therefore no explosions. |
| Error Correction | Arrange GameObject |
| Error Correction Screen Shot |  |

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| Test Case 11 |  |
| Line Error |  |
| Error Explanation | GameOver is not part of the Scenes in Build |
| Error Correction | Drag GameOver in Scenes in Build |
| Error Correction Screen Shot |  |

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| Test Case 14 |  |
| Line Error | health; |
| Error Explanation | Not all code paths return a value |
| Error Correction | Needs a return |
| Error Correction Screen Shot |  |

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| Test Case 13 |  |
| Line Error | [SerializeField] int health = 10f; |
| Error Explanation | Cannot convert int to float |
| Error Correction | Remove float notation from number |
| Error Correction Screen Shot |  |

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| Test Case 12 |  |
| Line Error | Destroy(gameobject); |
| Error Explanation | gameobject doesn’t exist |
| Error Correction | Correctly spell gameObject |
| Error Correction Screen Shot |  |