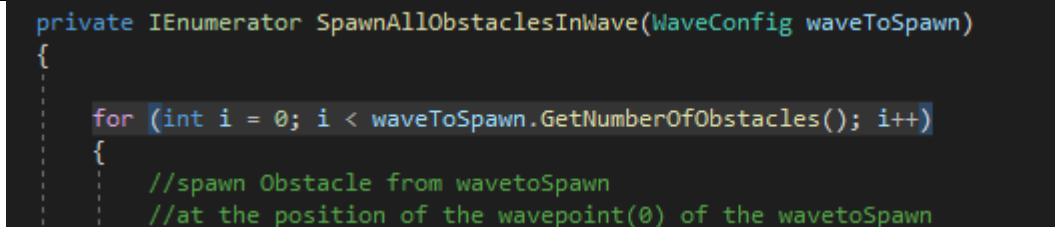

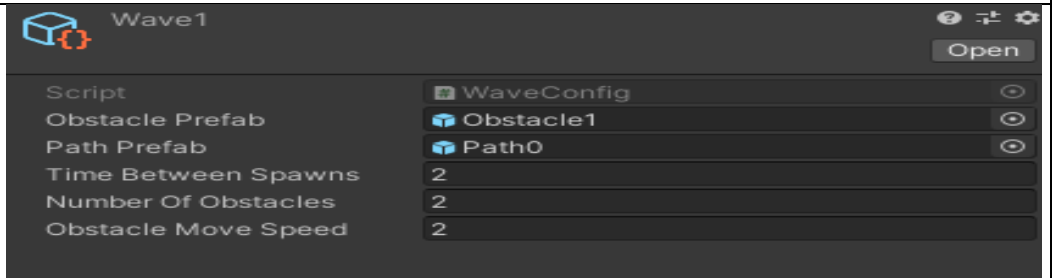






Gareth Scicluna 4.2B

Game Test Document

Test Case 1	(Logical Error) – Cannot be detected by Compiler
Line Error	<i>for (int i = 0; i <= waveToSpawn.GetNumberOfObstacles(); i++)</i> – ObstacleSpawner script, line 49
Error Explanation	The comparison operator ' <i><=</i> ' is causing the script to spawn an extra obstacle in a wave. This is because the loop is starting from 0 which makes the loop execute an extra time causing an extra obstacle to be spawned.
Error Correction	There are more than one solution to this. I chose to change the comparison operator as follows: <i>for (int i = 0; i < waveToSpawn.GetNumberOfObstacles(); i++)</i>
Error Correction Screenshot	 A screenshot of a code editor showing a C# script. The code is for a method named 'SpawnAllObstaclesInWave' that takes a 'WaveConfig' object as a parameter. Inside the method, there is a 'for' loop that iterates from 0 to the number of obstacles in the wave. The loop condition is 'i < waveToSpawn.GetNumberOfObstacles(); i++'. Below the loop, there are two comments: '//spawn Obstacle from wavetoSpawn' and '//at the position of the wavepoint(0) of the wavetoSpawn'.

Test Case 2	 [18:59:00] UnassignedReferenceException: The variable obstaclePrefab of WaveConfig has not been assigned. You probably need to assign the obstaclePrefab variable of the WaveConfig script in the inspector.
Line Error	<i>var newObstacle = Instantiate(waveToSpawn.GetObstaclePrefab(), waveToSpawn.GetWaypoints()[0].transform.position, Quaternion.identity);</i> -- ObstacleSpawner script, line 53
Error Explanation	The script is not finding the prefab of the obstacle since it is not assigned and the method is returning null.
Error Correction	Assigning the obstacle prefab field on the inspector of the wave config.
Error Correction Screenshot	 A screenshot of the Unity Inspector window. The selected object is 'Wave1'. The 'Script' field shows 'WaveConfig'. The 'Obstacle Prefab' field is assigned to 'Obstacle1'. The 'Path Prefab' field is assigned to 'Path0'. The 'Time Between Spawns' field is set to '2'. The 'Number Of Obstacles' field is set to '2'. The 'Obstacle Move Speed' field is set to '2'. There is an 'Open' button in the top right corner.

Test Case 3	 [20:02:22] UnassignedReferenceException: The variable DeathVFX of Obstacle has not been assigned. You probably need to assign the DeathVFX variable of the Obstacle script in the inspector.
Line Error	<i>GameObject explosion = Instantiate(DeathVFX, transform.position, Quaternion.identity);</i> -- Obstacle Script, line 63
Error Explanation	The script wasn't finding the Explosion effects Prefab when the obstacle was dying since it was not assigned and was null.
Error Correction	Assigning the Explosion prefab field on the inspector of the obstacle.
Error Correction Screenshot	

Test Case 4	 [20:20:27] UnassignedReferenceException: The variable laserPrefab of Obstacle has not been assigned. You probably need to assign the laserPrefab variable of the Obstacle script in the inspector.
Line Error	<i>GameObject laser = Instantiate(laserPrefab, transform.position, Quaternion.identity);</i> -- Obstacle Script, line 42
Error Explanation	The script wasn't finding the obstacle's laser Prefab whenever it was firing since it was not assigned and was null.
Error Correction	Assigning the obstacle's laser prefab field on the inspector of the obstacle.
Error Correction Screenshot	

P.S – I am aware that I haven't listed 14 errors. I saw this question after I completed the game and I totally forgot what errors I came across so I was confused about what I can do.