Gareth Scicluna 4.2B

Game Test Document

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| Test Case 1 | (Logical Error) – Cannot be detected by Compiler |
| Line Error | *for (int i = 0; i <= waveToSpawn.GetNumberOfObstacles(); i++)* – ObstacleSpawner script, line 49 |
| Error Explanation | The comparison operator ‘<=’ 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:  *for (int i = 0; i < waveToSpawn.GetNumberOfObstacles(); i++)* |
| Error Correction Screenshot |  |

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| Test Case 2 |  |
| Line Error | *var newObstacle = Instantiate(waveToSpawn.GetObstaclePrefab(), waveToSpawn.GetWaypoints()[0].transform.position, Quaternion.identity);* -- 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 |  |

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| Test Case 3 |  |
| Line Error | *GameObject explosion = Instantiate(DeathVFX, transform.position, Quaternion.identity);* -- 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 |  |

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| Test Case 4 |  |
| Line Error | *GameObject laser = Instantiate(laserPrefab, transform.position, Quaternion.identity);--* 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.