# Task 3 question a

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| Test Case 1 | |
| Line Error | |
| Error Explanation | When importing the assets (gameobjects such as the cars) this error would pop up |
| Error Correction | By closing Unity and opening up again the error stops |
| Error Correction Screenshot |  |

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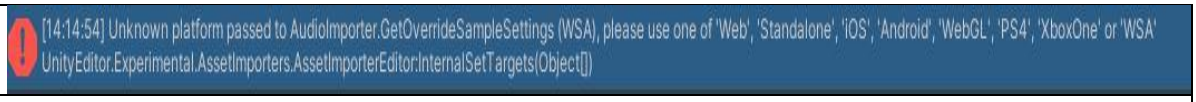
| Test Case 2 |  |
| Line Error | |
| Error Explanation | When importing the audio (such as the background music) this error would pop up |
| Error Correction | By closing Unity and opening up again the error stops |
| Error Correction Screenshot |  |

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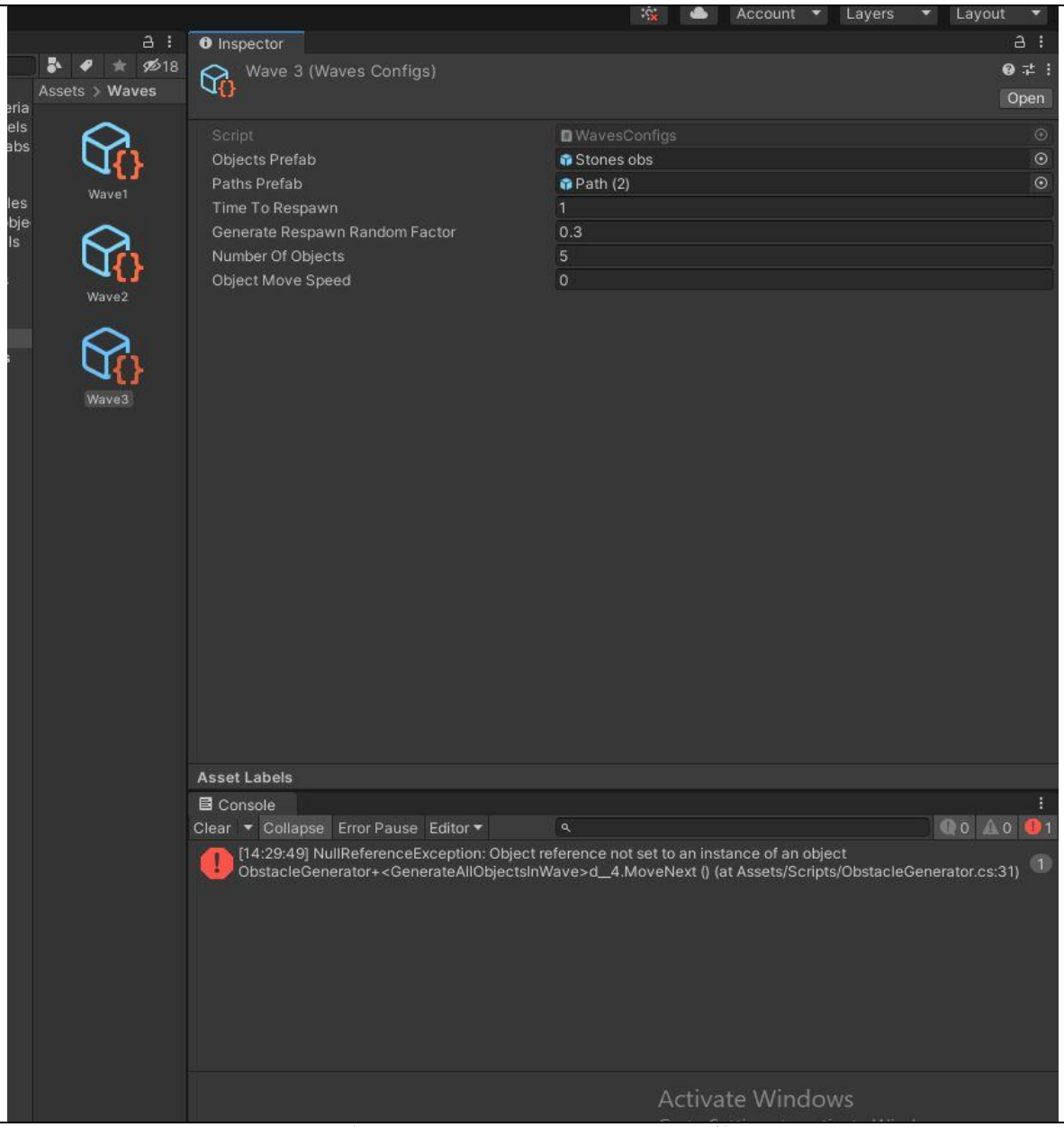
| Test Case 3 |  |
| Line Error | `var newObject = Instantiate(wavesConfigs.GetObjectPrefab(), wavesConfigs.RetrievePoints()[0].transform.position, Quaternion.identity);` |
| Error Explanation | Forgot to do pathing script for the prefab to move in the path. |
| Error Correction | Did the pathing script in the prefab. |

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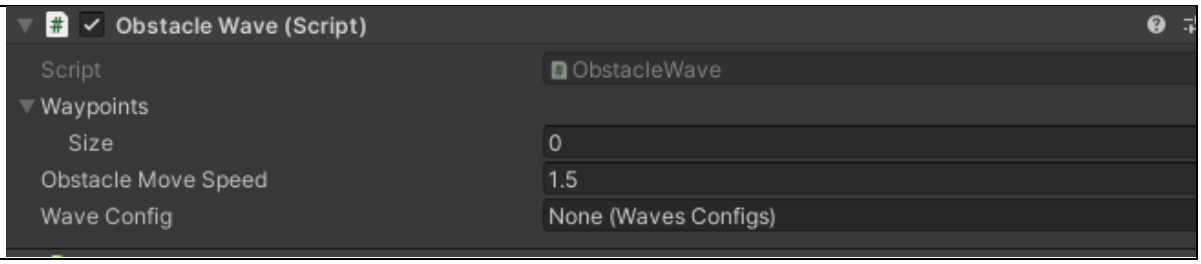
| Error Correction Screenshot |  |

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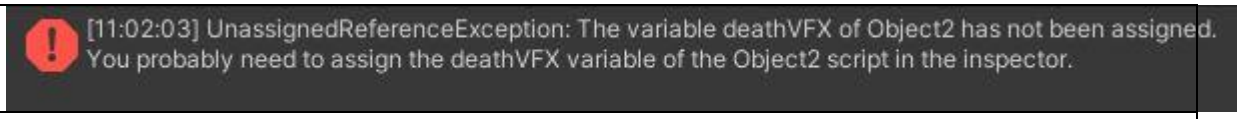
| Test Case 4 |  |
| Line Error | |
| Error Explanation | Didn't select the explosion for a specific script, thus this error popped up |
| Error Correction | Assigned the explosion I needed to the script |
| Error Correction Screenshot | |

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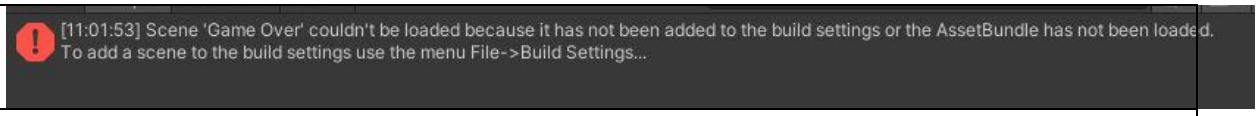
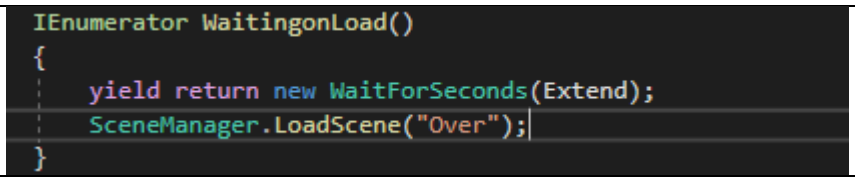
| Test Case 5 |  |
| Line Error | |
| Error Explanation | Had to change in IEnumerator WaitingonLoad() in Level script the SceneManager.LoadScene as it was incorrect, the name of the scene and thus had to be changed to the proper one. |
| Error Correction | Changed the scene to proper, Over. |
| Error Correction Screenshot |  |

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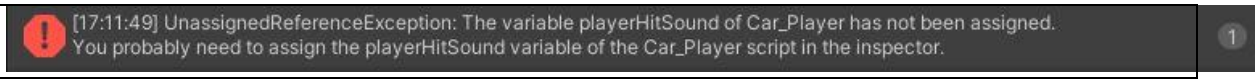
| Test Case 6 |  |

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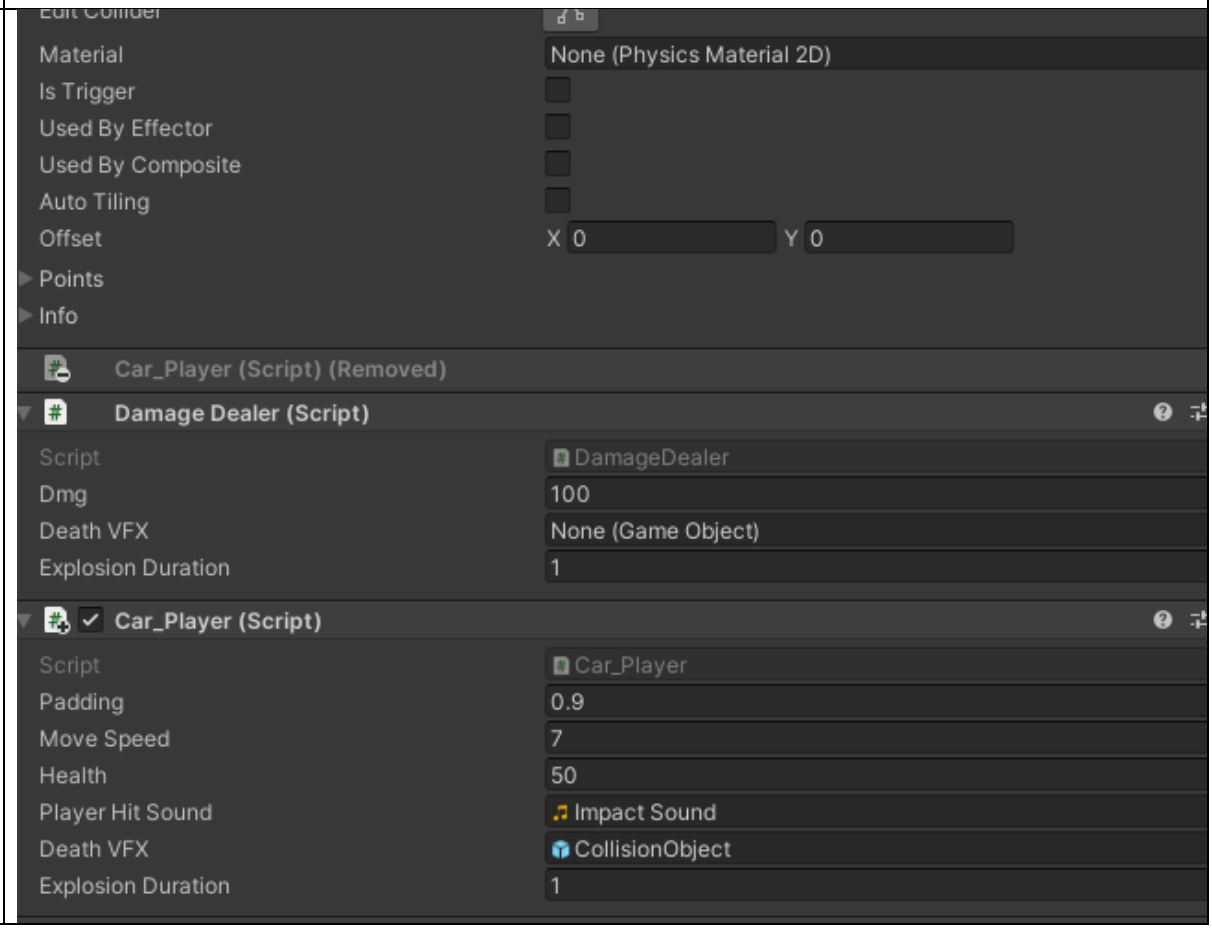
| Line Error | |
| Error Explanation | Existed a duplicate script due to adding existing script in Prefab thus effecting player already in hierarchy. |
| Error Correction | Removed extra component Player script |
| Error Correction Screenshot |  |

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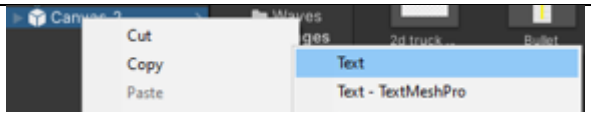
| Test Case 7 | |
| Line Error | `healthDisplay.text = Player.GetHealth().ToString();` |
| Error Explanation | The type of text that was used to show and update the health was incorrect |
| Error Correction | Text Mesh pro was removed and changed to text |
| Error Correction Screenshot |  |

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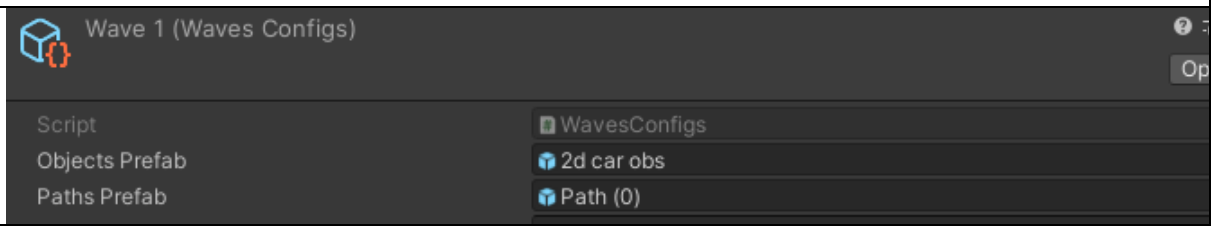
| Test Case 8 | |
| Line Error | |
| Error Explanation | While changing waypoints on where object to move, I had to delete the previous existing path in order to update it but forgotten to update the new path in the right WaveConfig. |
| Error Correction | Updated the path in the WaveConfig |
| Error Correction Screenshot |  |

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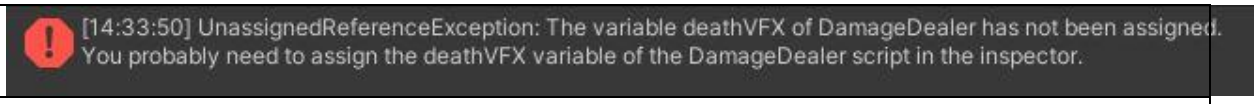
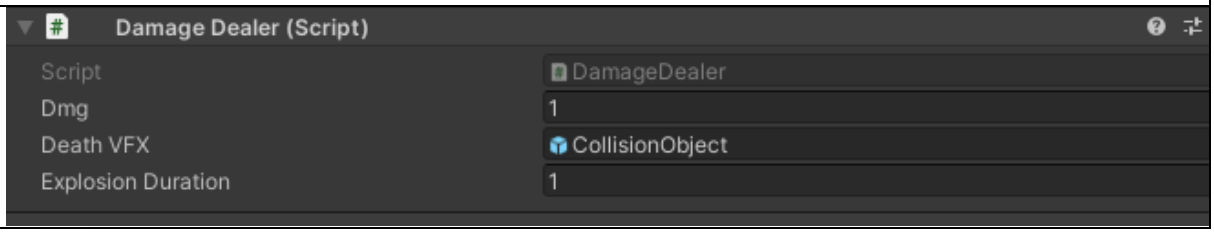
| Test Case 9 |  |
| Line Error | |
| Error Explanation | Forgot to add explosion to bullet in damage dealer script |
| Error Correction | Added the explosion effect to bullet prefab |
| Error Correction Screenshot |  |