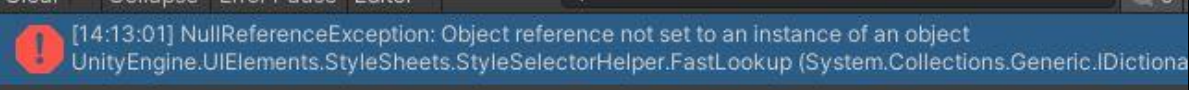

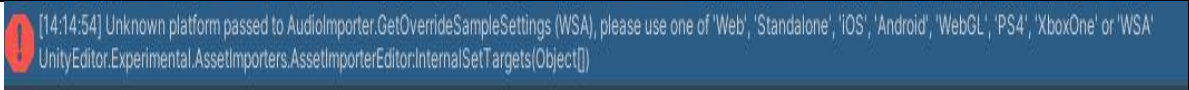

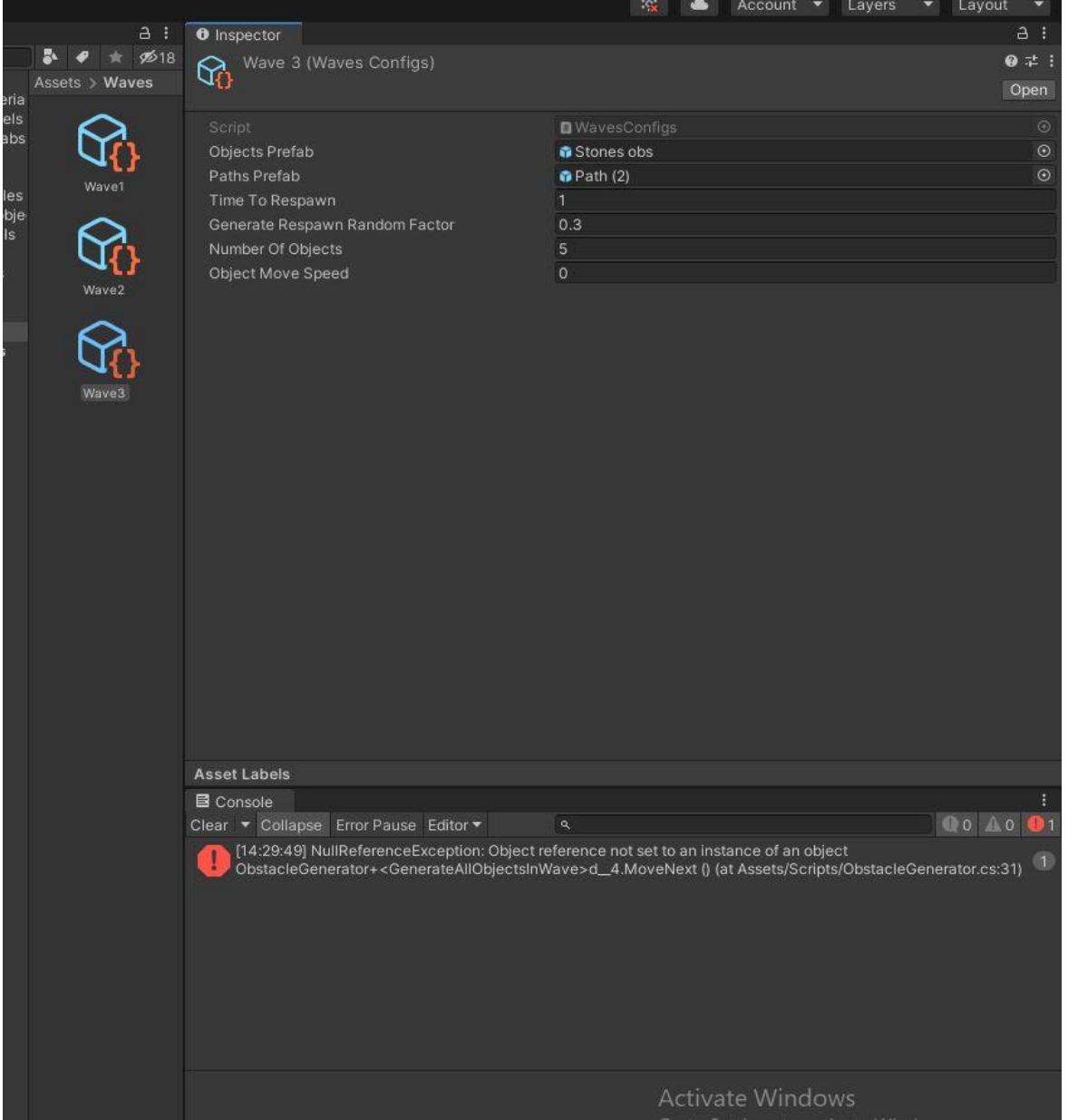
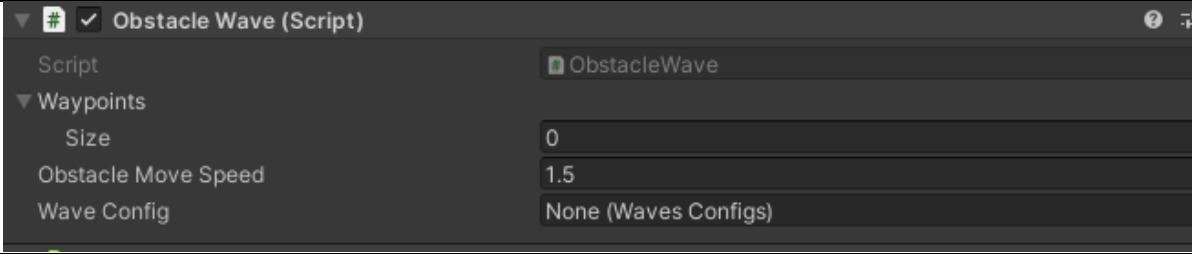


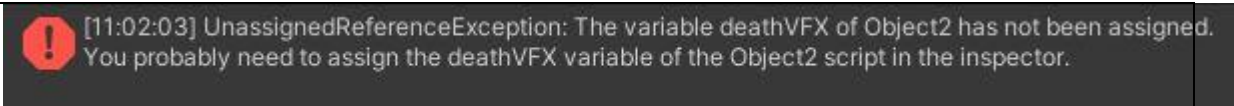
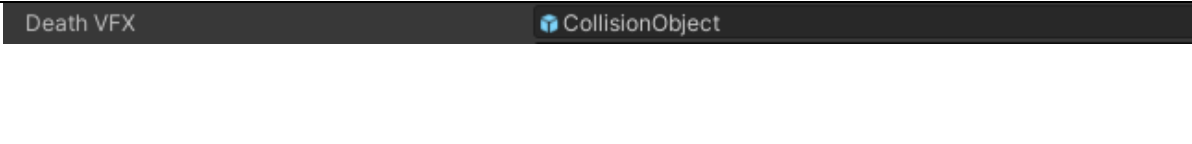
Task 3 question a

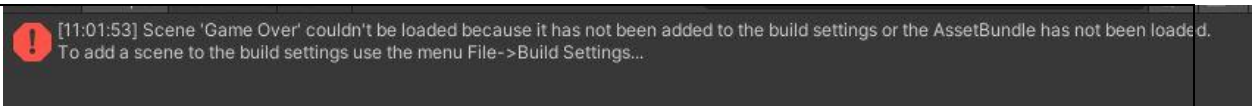
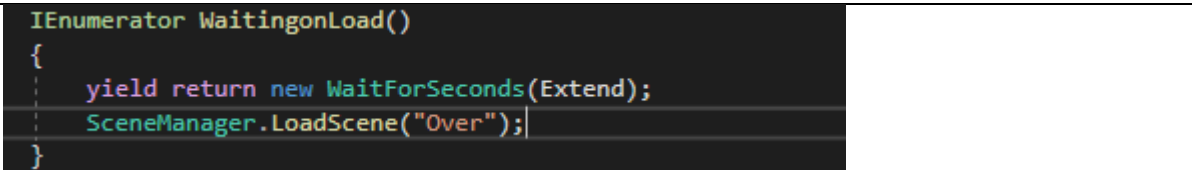
Test Case 1	
Line Error	
Error Explanation	When importing the assets (gameobjects such as the cars) this error would pop up
Error Correction	By closing Unity and opening up again the error stops
Error Correction Screenshot	

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	

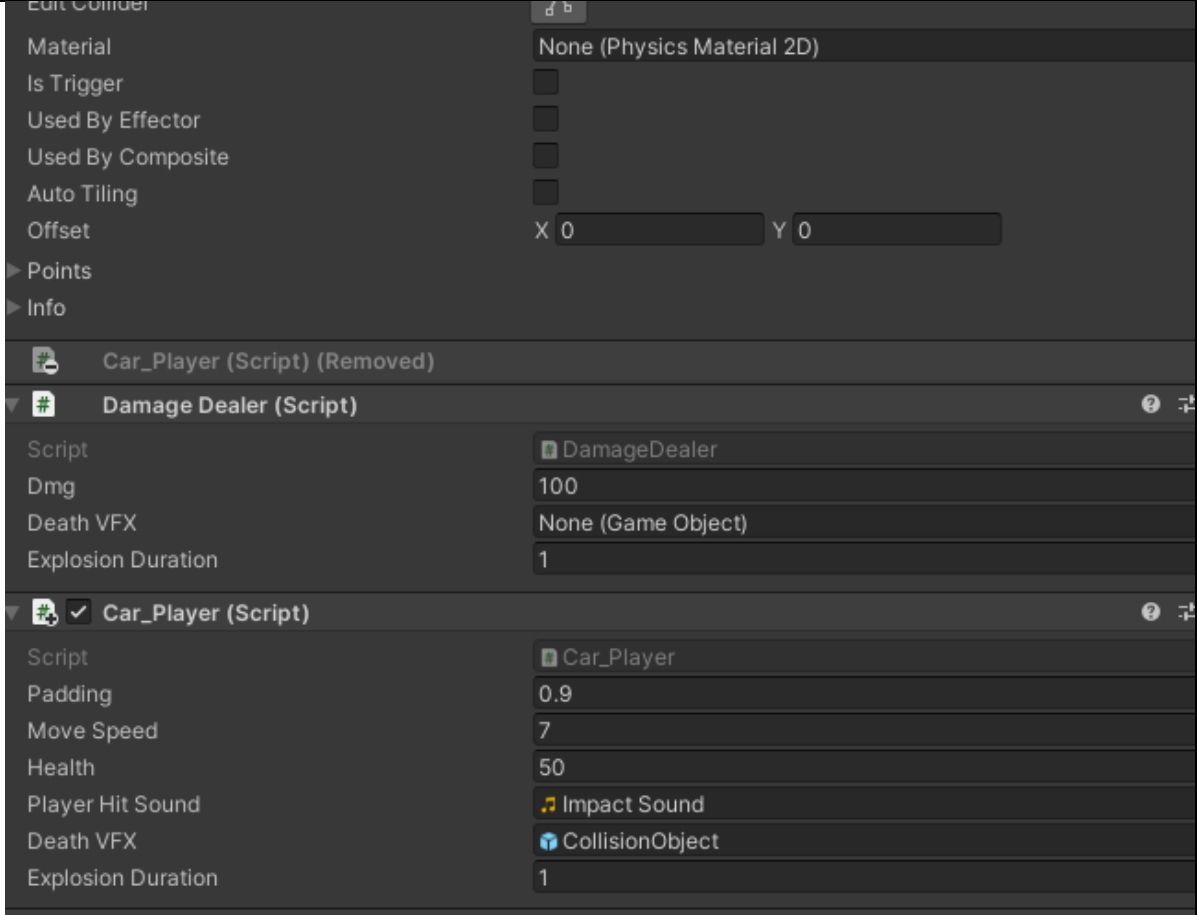
<div>Test Case</div> <div>3</div>	 <p>The screenshot shows the Unity Inspector window for 'Wave 3 (Waves Configs)'. The Inspector displays the following properties:</p> <table border="1"><thead><tr><th>Property</th><th>Value</th></tr></thead><tbody><tr><td>Script</td><td>WavesConfigs</td></tr><tr><td>Objects Prefab</td><td>Stones obs</td></tr><tr><td>Paths Prefab</td><td>Path (2)</td></tr><tr><td>Time To Respawn</td><td>1</td></tr><tr><td>Generate Respawn Random Factor</td><td>0.3</td></tr><tr><td>Number Of Objects</td><td>5</td></tr><tr><td>Object Move Speed</td><td>0</td></tr></tbody></table> <p>The Console window at the bottom shows a red error message:</p> <pre>[14:29:49] NullReferenceException: Object reference not set to an instance of an object ObstacleGenerator+<GenerateAllObjectsInWave>d_4.MoveNext () (at Assets/Scripts/ObstacleGenerator.cs:31)</pre>	Property	Value	Script	WavesConfigs	Objects Prefab	Stones obs	Paths Prefab	Path (2)	Time To Respawn	1	Generate Respawn Random Factor	0.3	Number Of Objects	5	Object Move Speed	0
Property	Value																
Script	WavesConfigs																
Objects Prefab	Stones obs																
Paths Prefab	Path (2)																
Time To Respawn	1																
Generate Respawn Random Factor	0.3																
Number Of Objects	5																
Object Move Speed	0																
Line Error	<code>var newObject = Instantiate(wavesConfigs.GetObjectPrefab(), wavesConfigs.RetrievePoints()[0].transform.position, Quaternion.identity);</code>																
Error Explanation	Forgot to do pathing script for the prefab to move in the path.																
Error Correction	Did the pathing script in the prefab.																



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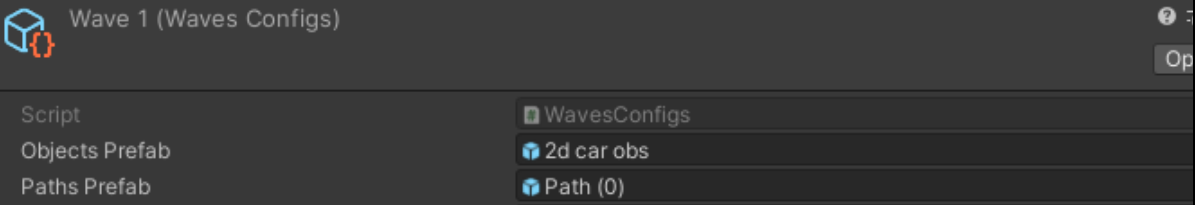
Test Case 4	
Line Error	
Error Explanatio n	Didn't select the explosion for a specific script, thus this error popped up
Error Correction	Assigned the explosion I needed to the script
Error Correction Screensho t	


Test Case 5	
Line Error	
Error Explanatio n	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 Screensho t	

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	 <p>The screenshot shows the Unity Inspector window for a car object. The 'Hierarchy' tab is selected, showing a list of components. The 'Car_Player (Script)' component has been removed, leaving 'Damage Dealer (Script)' and 'Car_Player (Script)'. The 'Damage Dealer (Script)' component has the following settings: Script: DamageDealer, Dmg: 100, Death VFX: None (Game Object), Explosion Duration: 1. The 'Car_Player (Script)' component has the following settings: Script: Car_Player, Padding: 0.9, Move Speed: 7, Health: 50, Player Hit Sound: Impact Sound, Death VFX: CollisionObject, Explosion Duration: 1.</p>

Test Case 7	 [17:11:51] NullReferenceException: Object reference not set to an instance of an object HealthDisplay.Update () (at Assets/Scripts/HealthDisplay.cs:21) 2568
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	

Test Case 8	 [17:14:58] MissingReferenceException: The variable pathsPrefab of WavesConfigs doesn't exist anymore. You probably need to reassign the pathsPrefab variable of the 'WavesConfigs' script in the inspector.
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	

Test Case 9	 [14:33:50] UnassignedReferenceException: The variable deathVFX of DamageDealer has not been assigned. You probably need to assign the deathVFX variable of the DamageDealer script in the inspector.
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	