**Experiment Report - 74 - test11\_GameManager**

1. **Summary Table of Errors Found**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Error ID | Line Number | Error Type | Self-Detected? | Peer 1 Found? | Peer 2 Found? |
| E01 | line 25 | Semantic | √ | × | √ |
| E02 | line 44 | Syntax | √ | √ | √ |

Additional Errors Found by Self: 0

Self-Review Detection Rate: 100%

Peer 1 Detection Rate: 50%

Peer 2 Detection Rate: 100%

1. **Source Code**
2. using System.Collections;
3. using System.Collections.Generic;
4. using UnityEngine;
5. using UnityEngine.UI;
6. using UnityEngine.SceneManagement;
7. public class GameManager : MonoBehaviour
8. {
9. static GameManager instance;
10. public Text timeScore;
11. public GameObject gameOverUI;
12. private void Awake()
13. {
14. if (instance != null)
15. {
16. Destroy(gameObject);
17. }
18. instance = this;
19. }
20. void Update()
21. {
22. timeScore.text = Time.timeSinceLevelLoad.ToString("0");
23. }
24. public void RestartGame()
25. {
26. SceneManager.LoadScene(SceneManager.GetActiveScene().name);
27. Time.timeScale = 1;
28. }
29. public void Quit()
30. {
31. Application.Quit();
32. }
33. public static void GameOver(bool dead)
34. {
35. if (dead)
36. {
37. instance.gameOverUI.SetActive(true);
38. Time.timeScale = 0;
39. }
40. }
41. }