**Experiment Report - 76 - test13\_Spwaner**

1. **Summary Table of Errors Found**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Error ID | Line Number | Error Type | Self-Detected? | Peer 1 Found? | Peer 2 Found? |
| E01 | line 22 | Semantic | √ | √ | √ |
| E02 | line 40 | Logic | √ | √ | √ |

Additional Errors Found by Self: 0

Self-Review Detection Rate: 100%

Peer 1 Detection Rate: 100%

Peer 2 Detection Rate: 100%

1. **Source Code**
2. using System.Collections;
3. using System.Collections.Generic;
4. using UnityEngine;
5. public class Spwaner : MonoBehaviour
6. {
7. public List<GameObject> platforms = new List<GameObject>();
8. public float spwanTime;
9. private float countTime;
10. private Vector3 spwanPosition;
11. void Update()
12. {
13. SpwanPlatform();
14. }
15. public void SpwanPlatform()
16. {
17. countTime += Time.deltaTime;
18. spwanPosition = transform.position;
19. spwanPosition.y = Random.Range(-3.5f, 3.5f);
20. if (countTime >= spwanTime)
21. {
22. CreatePlatform();
23. countTime = 0;
24. }
25. }
26. public void CreatePlatform()
27. {
28. int index = Random.Range(0, platforms.Count);
29. int spikeNum = 0;
30. if (index == 4)
31. {
32. spikeNum++;
33. }
34. if (spikeNum >= 1)
35. {
36. spikeNum = 0;
37. countTime = spwanTime;
38. return;
39. }
40. GameObject newPlatform = Instantiate(platforms[index], spwanPosition, Quaternion.identity);
41. newPlatform.transform.SetParent(this.gameObject.transform);
42. }
43. }