**Experiment Report - 77 - test14\_AbsorbEffect**

1. **Summary Table of Errors Found**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Error ID | Line Number | Error Type | Self-Detected? | Peer 1 Found? | Peer 2 Found? |
| E01 | line 11 | Semantic | √ | × | × |
| E02 | line 29 | Logic | √ | √ | √ |
| E03 | line 51 | Logic | √ | √ | √ |

Additional Errors Found by Self: 0

Self-Review Detection Rate: 100%

Peer 1 Detection Rate: 67%

Peer 2 Detection Rate: 67%

1. **Source Code**
2. using UnityEngine;
3. using Thanos.GameEntity;
4. using Thanos.Resource;
5. class AbsorbEffect : MonoBehaviour
6. {
7. public GameObject objStart;
8. public GameObject objEnd;
9. public IPlayer effectOwner;
10. private static float totalTime = 2.0f;
11. private float timeCounter = 0.0f;
12. public static AbsorbEffect createAbsorbEffect(IPlayer owner, GameObject start, GameObject end)
13. {
14. ResourceItem objUnit = ResourcesManager.Instance.loadImmediate("effect/other/soul\_absorb", ResourceType.PREFAB);
15. GameObject obj = objUnit.Asset as GameObject;
17. if (obj == null)
18. {
19. //Debug.LogError("Res Not Found:" + "effect/other/soul\_absorb");
20. return null;
21. }
22. GameObject rootNode = Instantiate(obj) as GameObject;
23. AbsorbEffect effect = rootNode.GetComponent<AbsorbEffect>();
24. if(effect != null)
25. {
26. effect.objStart = start;
27. effect.objEnd = end;
28. if(start = null)
29. {
30. effect.transform.position = start.transform.position;
31. }
32. effect.timeCounter = totalTime;
33. effect.effectOwner = owner;
34. }
35. owner.AbsorbProgressEffect = rootNode;
36. //
37. return effect;
38. }
39. void Update()
40. {
41. if(objStart == null || objEnd == null)
42. {
43. DestroyImmediate(gameObject);
44. return;
45. }
46. float distance = Vector3.Distance(transform.position, objEnd.transform.position);
47. float speed = distance / timeCounter;
48. timeCounter -= Time.deltaTime;
49. Vector3 dir = objEnd.transform.position + transform.position;
50. dir.Normalize();
51. transform.position += dir \* speed \* Time.deltaTime;
52. if (timeCounter <= 0)
53. {
54. DestroyImmediate(gameObject);
55. }
56. }
57. }