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| Test Case 1 |  |
| Error Explanation | The Missile prefab is not linked to the EnemyShoot script. |
| Error Correction | Link the Missile prefab. |
| Error Correction Screenshot |  |

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| Test Case 2 |  |
| Error Explanation | The missles have no physics thus once spawned they are not moving. |
| Error Correction | Give Missile rigidbody component and change to kinematic. |
| Error Correction Screenshot |  |

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| Test Case 3 |  |
| Error Explanation | There is a missing method in the DamageDealer script. |
| Error Correction | Code in a method called Hit. |
| Error Correction Screenshot |  |

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| Test Case 4 |  |
| Error Explanation | The Obstacles do not spawn. |
| Error Correction | Add EnemySpawner script to EnemySpawner prefab and add the waves. |
| Error Correction Screenshot |  |

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| Test Case 5 |  |
| Error Explanation | When the player dies the Game Over scene does not load. |
| Error Correction | Fix name of the scene in the Level script. |
| Error Correction Screenshot |  |

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| Test Case 6 |  |
| Error Explanation | When the player dies the Game Over scene does not load. |
| Error Correction | I added the GameOver scene from the build settings. |
| Error Correction Screenshot |  |

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| Test Case 7 | |  |
| Error Explanation | | The score is not being updated when the player gains points. |
| Error Correction | | Add line of code in update method of ScoreDisplay script. |
| Error Correction Screenshot | |  |
| Test Case 8 |  | |
| Error Explanation | There is no sound effect for when the player gains points. | |
| Error Correction | Link sound effect to script. | |
| Error Correction Screenshot |  | |

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| Test Case 9 |  |
| Error Explanation | The background was not moving. |
| Error Correction | Created script for the background to move and linked it to the background. |
| Error Correction Screenshot |  |

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| Test Case 10 |  |
| Error Explanation | The Missile was not being destroyed. |
| Error Correction | Created a shredder and gave a script. |
| Error Correction Screenshot |  |