
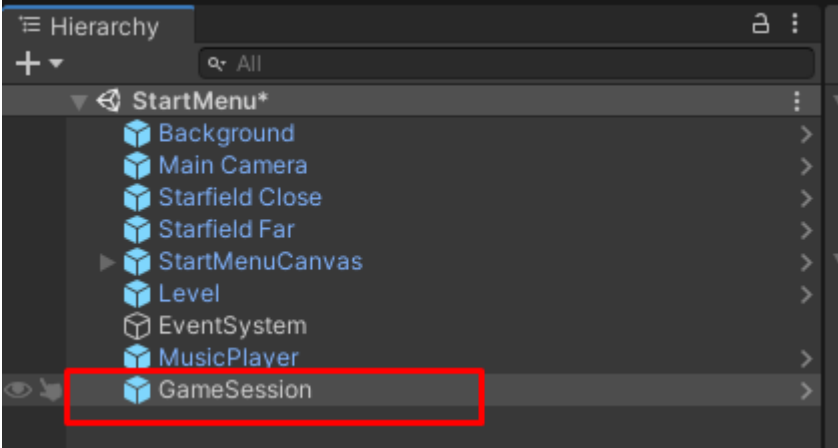

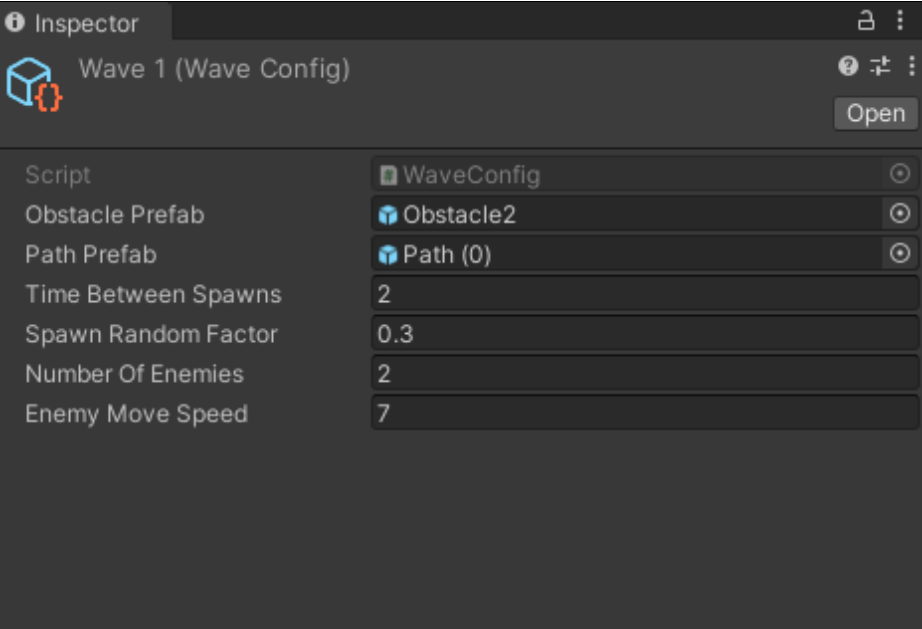

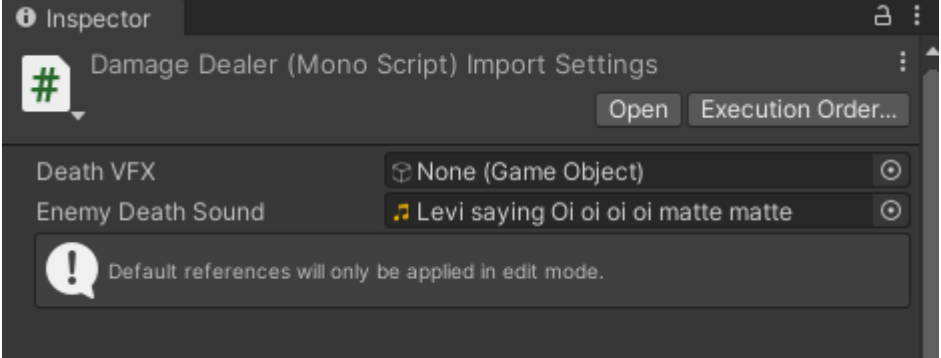

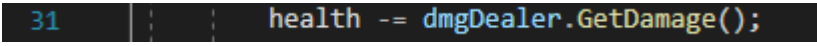
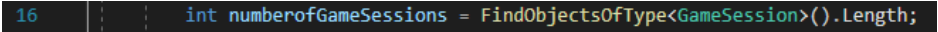


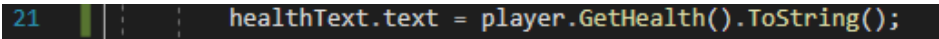
Test Case 1	 [10:58:37] NullReferenceException: Object reference not set to an instance of an object Level.LoadGame () (at Assets/Scripts/Level.cs:21)
Line Error	<i>FindObjectOfType&lt;GameSession&gt;().ResetGame();</i>
Error Explanation	The Game cannot find the <i>GameSession</i> in the Scene
Error Correction	<i>GameSession</i> prefab was moved in the Hierarchy
Error Correction ScreenShot	 <p>The screenshot shows the Unity Hierarchy window. The root object is 'StartMenu*'. Under it, there are several child objects: 'Background', 'Main Camera', 'Starfield Close', 'Starfield Far', 'StartMenuCanvas', 'Level', 'EventSystem', 'MusicPlayer', and 'GameSession'. The 'GameSession' object is highlighted with a red rectangular box, indicating its location in the scene hierarchy.</p>

Test Case 2	 [16:14:16] UnassignedReferenceException: The variable obstaclePrefab of WaveConfig has not been assigned. You probably need to assign the obstaclePrefab variable of the WaveConfig script in the inspector.	
Line Error		
Error Explanation	The obstacle was not linked with the WaveConfig	
Error Correction	The obstacle was linked with WaveConfig	
Error Correction ScreenShot	 <p>The screenshot shows the Unity Inspector for a GameObject named 'Wave 1 (Wave Config)'. The 'Script' field is set to 'WaveConfig'. The 'Obstacle Prefab' field is assigned to 'Obstacle2'. Other fields include 'Path Prefab' (Path (0)), 'Time Between Spawns' (2), 'Spawn Random Factor' (0.3), 'Number Of Enemies' (2), and 'Enemy Move Speed' (7). An 'Open' button is visible in the top right corner of the inspector panel.</p>	


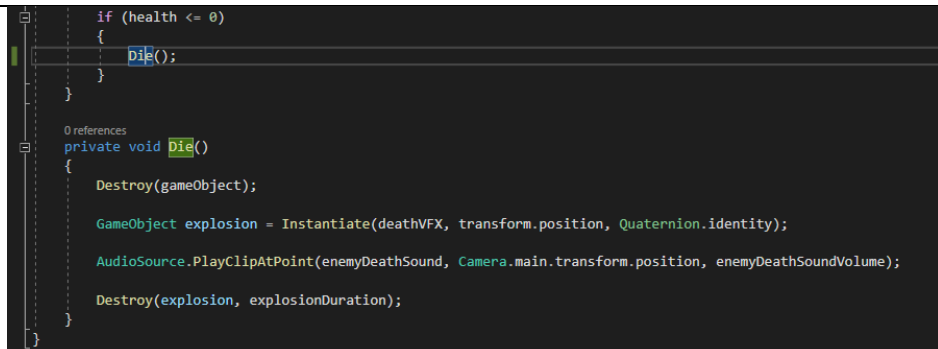
Test Case 3	 [14:28:27] UnassignedReferenceException: The variable deathVFX of DamageDealer has not been assigned. You probably need to assign the deathVFX variable of the DamageDealer script in the Inspector.
Line Error	
Error Explanation	There is no variable set in EnemyDeathSound slot in DamageDealer script.
Error Correction	A variable has been set in EnemyDeathSound slot.
Error Correction ScreenShot	

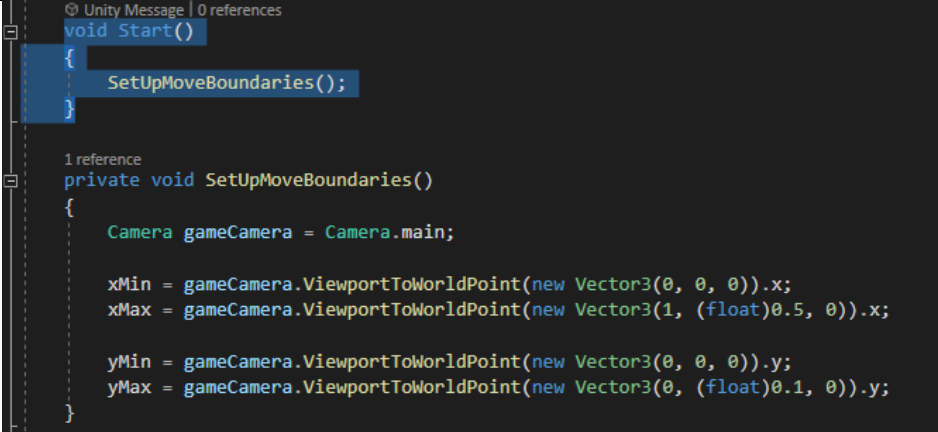
Test Case 4	 [14:28:31] NullReferenceException: Object reference not set to an instance of an object DamageDealer.OnTriggerEnter2D (UnityEngine.Collider2D otherObject) (at Assets/Scripts/DamageDealer.cs:31)
Line Error	<i>DamageDealer/31</i>
Error Explanation	When two objects collided health did not decrease
Error Correction	When two objects collide enemy explodes and player health decreases.
Error Correction ScreenShot	

Test Case 5	
Line Error	<i>GameSession/16</i>
Error Explanation	GameSession Script does not have a definition for Length
Error Correction	GameSession Script now has definition for Length
Error Correction ScreenShot	


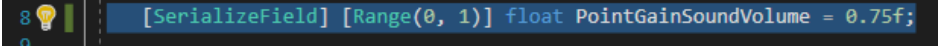
Test Case 6	
Line Error	<i>HealthDisplay/21</i>
Error Explanation	Player does not contain definition for GetHealth
Error Correction	Player now contains definition for GetHealth
Error Correction ScreenShot	

[12:29:36] Assets\Scripts\HealthDisplay.cs(21,34): error CS1061: 'Player' does not contain a definition for 'GetHealth' and no accessible extension method 'GetHealth' accepting a first argument of type 'Player' c

Test Case 7	 [12:39:11] Assets\Scripts\DamageDealer.cs(35,13): error CS0103: The name 'De' does not exist in the current context
Line Error	<i>DamageDealer/35</i>
Error Explanation	The method Is not being called because instead of 'Die' there is 'De'
Error Correction	Instead of 'De' I wrote 'Die' to match the methods name
Error Correction ScreenShot	 <pre> if (health &lt;= 0) {     Die(); }  0 references private void Die() {     Destroy(gameObject);      GameObject explosion = Instantiate(deathVFX, transform.position, Quaternion.identity);      AudioSource.PlayClipAtPoint(enemyDeathSound, Camera.main.transform.position, enemyDeathSoundVolume);      Destroy(explosion, explosionDuration); } </pre>

Test Case 8	<i>SetUpMoveBoundaries();</i>
Line Error	<i>Player/24</i>
Error Explanation	There wasn't a way to call the 'setupmoveboundaries' method so the cars didn't move.
Error Correction	The method was called so now the car is able to move.
Error Correction ScreenShot	 <pre> @ Unity Message   0 references void Start() {     SetUpMoveBoundaries(); }  1 reference private void SetUpMoveBoundaries() {     Camera gameCamera = Camera.main;      xMin = gameCamera.ViewportToWorldPoint(new Vector3(0, 0, 0)).x;     xMax = gameCamera.ViewportToWorldPoint(new Vector3(1, (float)0.5, 0)).x;      yMin = gameCamera.ViewportToWorldPoint(new Vector3(0, 0, 0)).y;     yMax = gameCamera.ViewportToWorldPoint(new Vector3(0, (float)0.1, 0)).y; } </pre>



Test Case 9	 [12:55:59] Assets\Scripts\Shredder.cs(14,85): error CS1503: Argument 3: cannot convert from 'string' to 'float'
Line Error	<i>Shredder/8</i>
Error Explanation	Float couldn't be converted to string.
Error Correction	The serialized field was made to be float.
Error Correction ScreenShot	

Test Case 10	<i>EnemyMove()</i>
Line Error	<i>EnemyPathing/31</i>
Error Explanation	Method 'enemymove' was not called.
Error Correction	'enemymove' was called so now the method will work.
Error Correction ScreenShot	 <pre> void Update() {     EnemyMove(); }  1 reference private void EnemyMove() {     if (waypointIndex &lt;= waypoints.Count - 1)     {         var targetPosition = waypoints[waypointIndex].transform.position;          targetPosition.z = 0f;          var enemyMovement = enemyMoveSpeed * Time.deltaTime;          transform.position = Vector2.MoveTowards(transform.position, targetPosition, enemyMovement);          if (transform.position == targetPosition)         {             waypointIndex++;         }     }     else     {         Destroy(gameObject);     } } </pre>

Test Case 11	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 12	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 13	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 14	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 15	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	