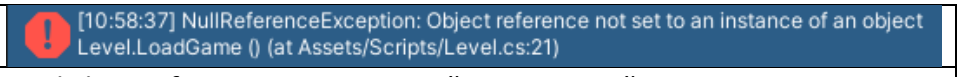
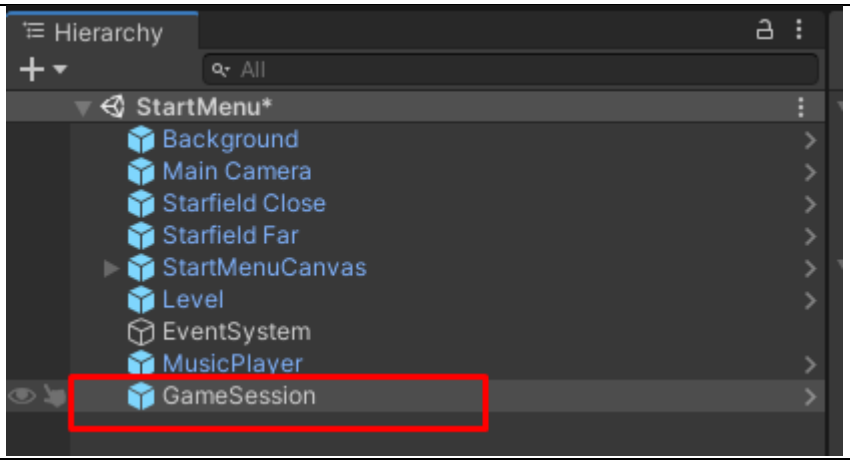
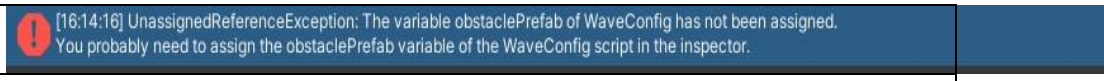
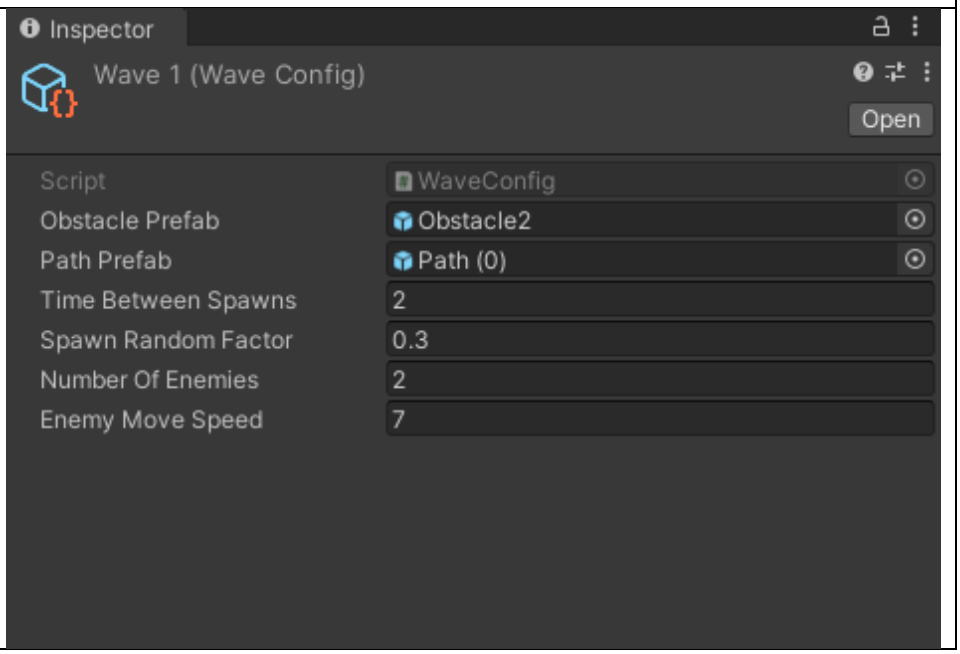
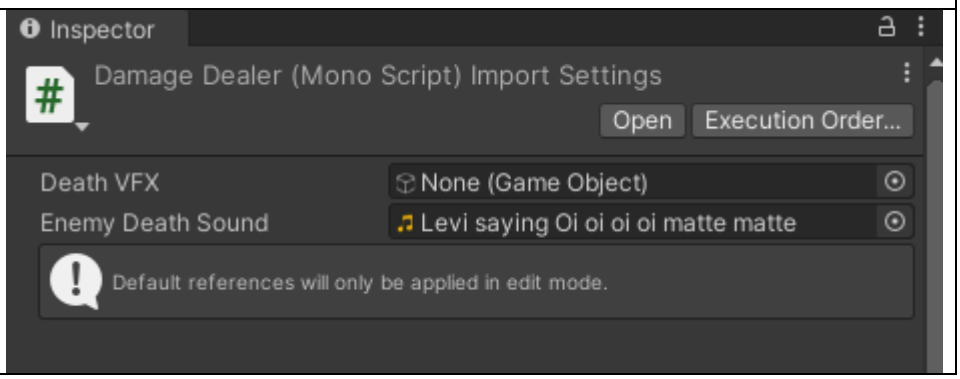
Test Case 1	
Line Error	*FindObjectOfType<GameSession>().ResetGame();*
Error Explanation	The Game cannot find the *GameSession* in the Scene
Error Correction	*GameSession* prefab was moved in the Hierarchy
Error Correction ScreenShot	

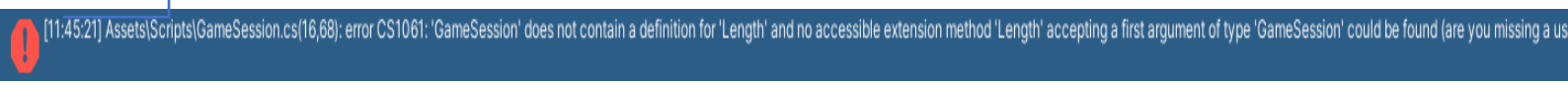
Test Case 2	
Line Error	
Error Explanation	The obstacle was not linked with the WaveConfig
Error Correction	The obstacle was linked with WaveConfig
Error Correction ScreenShot	

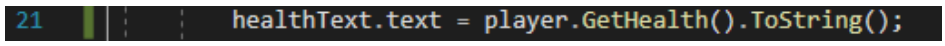
Test Case 3	
Line Error	
Error Explanation	There is no variable set in EnemyDeathSound slot in DamageDealer script.
Error Correction	A variable has been set in EnemyDeathSound slot.
Error Correction ScreenShot	

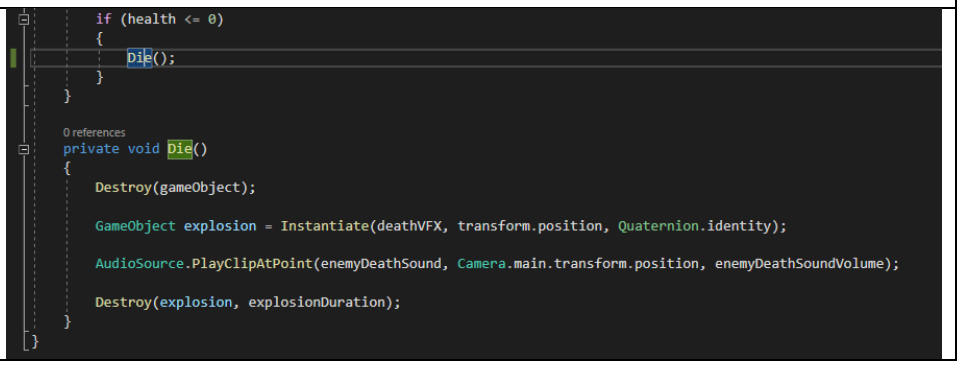
Test Case 4	
Line Error	*DamageDealer/31*
Error Explanation	When two objects collided health did not decrease
Error Correction	When two objects collide enemy explodes and player health decreases.
Error Correction ScreenShot	

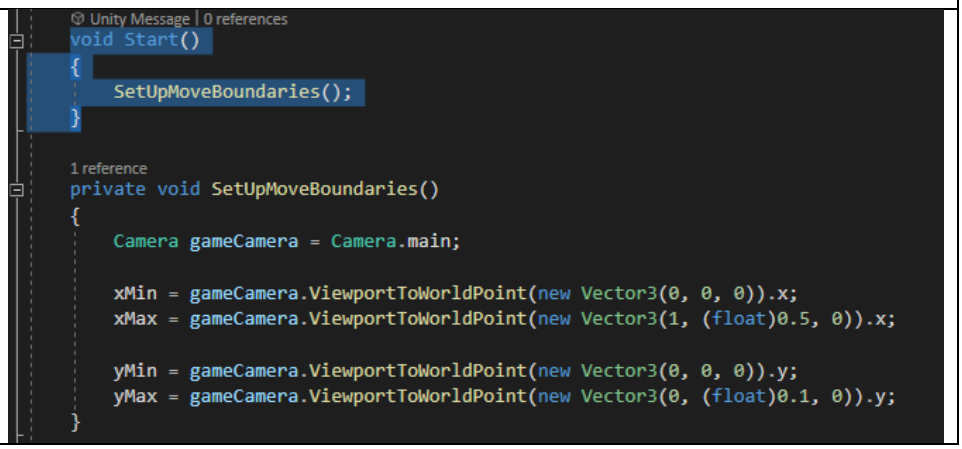
Test Case 5	
Line Error	*GameSession/16*
Error Explanation	GameSession Script does not have a definition for Length
Error Correction	GameSession Script now has definition for Length
Error Correction ScreenShot	

```
16          int numberofGameSessions = FindObjectsOfType<GameSession>().Length;
```



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

Test Case 7	
Line Error	*DamageDealer/35*
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	

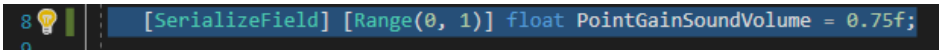
Test Case 8	*SetUpMoveBoundaries();*
Line Error	*Player/24*
Error Explanation	There wasn't a way to call the 'setupmoveboundaries' method so the cars didn't move.
Error Correction	The method was called so now the car is able to move.
Error Correction ScreenShot	

```
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;
}
```

Test Case 9	
Line Error	*Shredder/8*
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	*EnemyMove()*
Line Error	*EnemyPathing/31*
Error Explanation	Method ‘enemymove’ was not called.
Error Correction	‘enemymove’ was called so now the method will work.
Error Correction ScreenShot	

```
    void Update()
    {
        EnemyMove();
    }

    1 reference
    private void EnemyMove()
    {
        if (waypointIndex <= 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);
        }
    }
}
```

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	