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| 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 |  |

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| 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 | C:\Users\James\AppData\Local\Microsoft\Windows\INetCache\Content.Word\Screenshot_1.png |

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| Test Case 3 | C:\Users\James\AppData\Local\Microsoft\Windows\INetCache\Content.Word\error2.png |
| 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 |  |

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| 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 |  |

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| 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 |  |

C:\Users\James\AppData\Local\Microsoft\Windows\INetCache\Content.Word\error4.png

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| 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 |  |

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| 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 |  |

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| 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 |  |

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| 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 |  |

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| 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 |  |

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

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

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

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

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