
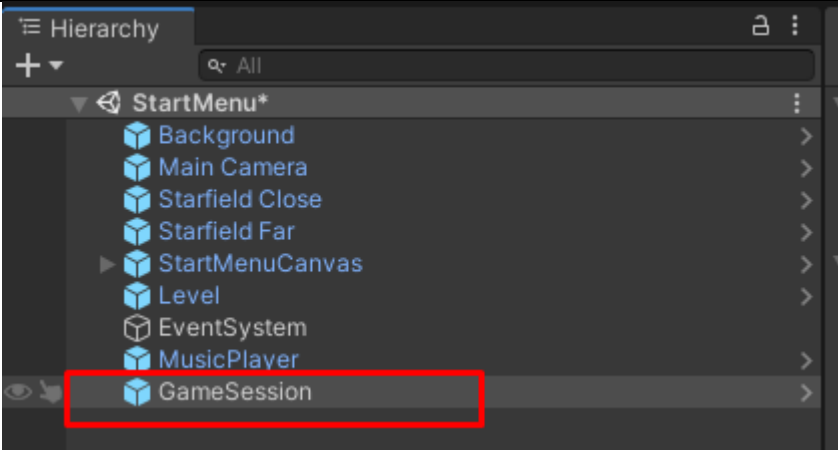
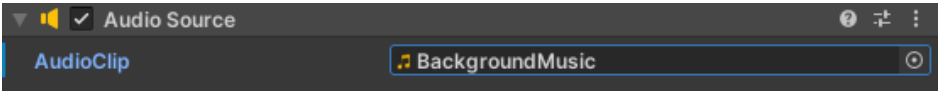

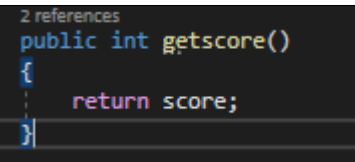

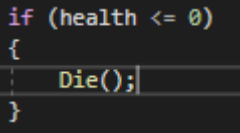




Test Case 1	 [10:58:37] NullReferenceException: Object reference not set to an instance of an object Level.LoadGame () (at Assets/Scripts/Level.cs:21)
Line Error	<i>FindObjectOfType<GameSession>().ResetGame();</i>
Error Explanation	The Game cannot find the <i>GameSession</i> in the Scene
Error Correction	<i>GameSession</i> prefab was moved in the Hierarchy
Error Correction ScreenShot	 <p>The screenshot shows the Unity Hierarchy window. The hierarchy is as follows:</p> <ul style="list-style-type: none"> StartMenu* <ul style="list-style-type: none"> Background Main Camera Starfield Close Starfield Far StartMenuCanvas Level EventSystem MusicPlayer GameSession <p>The <i>GameSession</i> object is highlighted with a red box, indicating its location in the hierarchy.</p>

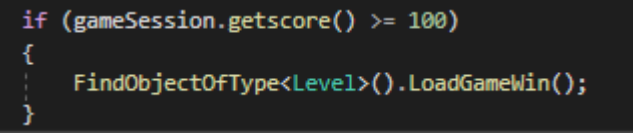
Test Case 3	<i>Background Music</i>
Line Error	
Error Explanation	Background Music was not playing during game
Error Correction	Music was set to Audio clip
Error Correction ScreenShot	


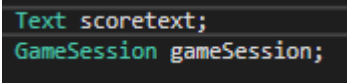
Test Case 4	 [09:29:08] Assets\Scripts\GameSession.cs(28,16): error CS0161: 'GameSession.getscore()': not all code paths return a value	
Line Error	<pre>public int getscore() { }</pre>	
Error Explanation	Score was not being returned in the game	
Error Correction	return score; was written between the brackets	
Error Correction ScreenShot		


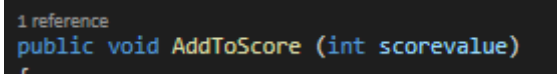
Test Case 5	 [09:32:36] Assets\Scripts\Player.cs(100,1): error CS0116: A namespace cannot directly contain members such as fields or methods	
Line Error	<pre>if (health <= 0) { }</pre>	
Error Explanation	If player reached 0 health, player would continue living	
Error Correction	Die(); was written in the brackets so that player will be destroyed when he reaches 0 health.	
Error Correction ScreenShot		

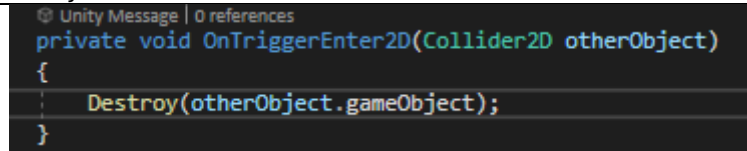
Test Case 6	 [09:36:51] Cannot load scene: Invalid scene name (empty string) and invalid build index -1 UnityEngine.SceneManagement.SceneManager.LoadScene(String)	
Line Error	SceneManager.LoadScene("");	
Error Explanation	Game scene was not being loaded from the Start menu	
Error Correction	Game scene was placed in the quotes	
Error Correction ScreenShot	0 references <pre> public void LoadGame() { SceneManager.LoadScene("Game"); } </pre>	

Test Case 7	 [09:56:06] Assets\Scripts\Level.cs(37,17): error CS0161: 'Level.WinningScene()': not all code paths return a value	
Line Error	IEnumerator WinningScene()	
Error Explanation	Not returning a value	
Error Correction	Made it return WaitForSeconds	
Error Correction ScreenShot	<pre>IEnumerator WinningScene() { yield return new WaitForSeconds(delay); SceneManager.LoadScene("GameWin"); }</pre>	



Test Case 8	<i>Score</i>
Line Error	<code>if (gameSession.getscore() >= 50)</code>
Error Explanation	Score should be 100
Error Correction	100 was written instead of 50
Error Correction ScreenShot	 <pre> if (gameSession.getscore() >= 100) { FindObjectOfType<Level>().LoadGameWin(); } </pre>


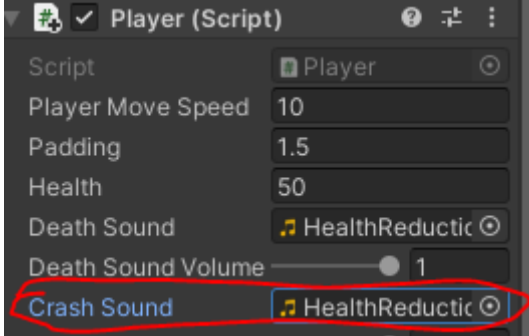
Test Case 9	 [10:05:18] Assets\Scripts\ScoreDisplay.cs(14,9): error CS0103: The name 'scoretext' does not exist in the current context
Line Error	scoretext = GetComponent<Text>();
Error Explanation	Scoretext does not exist
Error Correction	Variable scoretext was created
Error Correction ScreenShot	 <pre>Text scoretext; GameSession gameSession;</pre>

Test Case 10	 [10:21:22] Assets\Scripts\GameSession.cs(33,17): error CS1519: Invalid token '(' in class, struct, or interface member declaration
Line Error	public void (int scorevalue)
Error Explanation	Score was not being added
Error Correction	AddToScore was written
Error Correction ScreenShot	

Test Case 11	<i>Bullet</i>	
Line Error	<pre>private void OnTriggerEnter2D(Collider2D otherObject) { }</pre>	
Error Explanation	Bullet was not being destroyed	
Error Correction	<pre>private void OnTriggerEnter2D(Collider2D otherObject) { Destroy(otherObject.gameObject); }</pre>	
Error Correction ScreenShot	 <p>The screenshot shows the Unity console with the following code snippet: <pre>@ Unity Message 0 references private void OnTriggerEnter2D(Collider2D otherObject) { Destroy(otherObject.gameObject); }</pre> </p>	

Test Case 12		
Line Error	<i>Level Start</i>	
Error Explanation	Start menu was not playing the game once Play was pressed	
Error Correction	Level Start was placed in the Hierarchy with the level script	
Error Correction ScreenShot		

Test Case 13	 [12:59:40] UnassignedReferenceException: The variable ExplosionParticles of Player has not been assigned. You probably need to assign the ExplosionParticles variable of the Player script in the inspector.
Line Error	<i>Particle from Player</i>
Error Explanation	Particle was not set for the player
Error Correction	Particle effect was set in the player
Error Correction ScreenShot	

Test Case 14	 [13:02:27] UnassignedReferenceException: The variable CrashSound of Player has not been assigned. You probably need to assign the CrashSound variable of the Player script in the inspector.	
Line Error	<i>Crash Sound from Player</i>	
Error Explanation	Crash Sound was not set for the player	
Error Correction	Crash Sound was set	
Error Correction ScreenShot		

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