
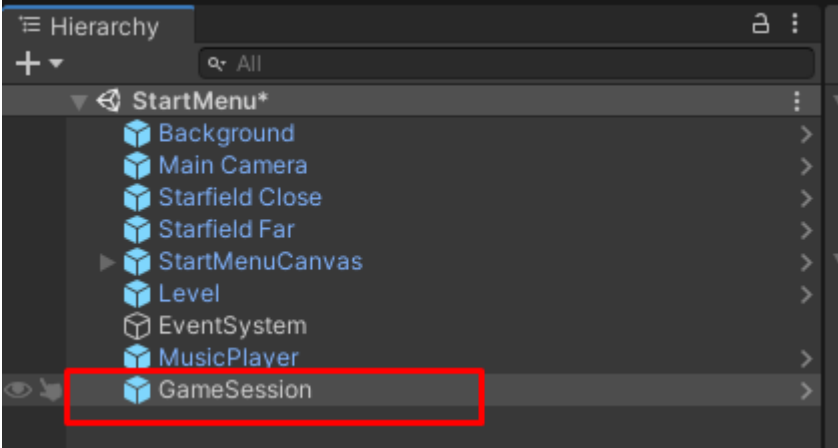

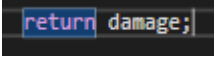

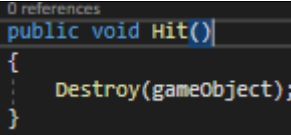

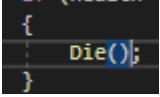

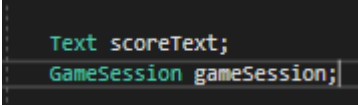



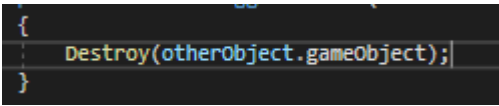
Test Case 1	 [10:58:37] NullReferenceException: Object reference not set to an instance of an object Level.LoadGame () (at Assets/Scripts/Level.cs:21)
Line Error	<i>FindObjectOfType<GameSession>().ResetGame();</i>
Error Explanation	The Game cannot find the <i>GameSession</i> in the Scene
Error Correction	<i>GameSession</i> prefab was moved in the Hierarchy
Error Correction ScreenShot	 <p>The screenshot shows the Unity Hierarchy window. The 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 it is the object being referenced in the error.</p>


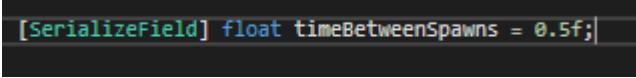
Test Case 2	 [22:15:22] Assets\Scripts\DamageDealer.cs(11,22): error CS1002: ; e
Line Error	return damage
Error Explanation	A “;” was expected
Error Correction	Added the “;”
Error Correction ScreenShot	


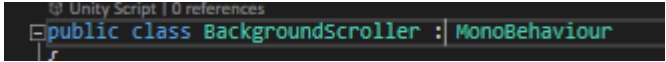
Test Case 3	 [22:18:01] Assets\Scripts\DamageDealer.cs(14,12): error CS1520: Me	
Line Error	public Hit()	
Error Explanation	Void should be used since the method doesn't return anything	
Error Correction	public void Hit()	
Error Correction ScreenShot		


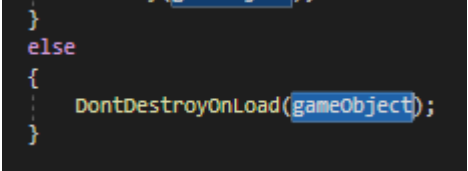
Test Case 4	 [22:21:29] Assets\Scripts\Enemy.cs(48,13): error CS0201: Only ass
Line Error	Die;
Error Explanation	Brackets should be used after Die
Error Correction	Die();
Error Correction ScreenShot	


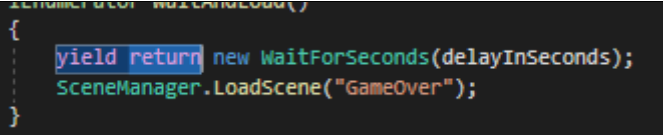
Test Case 5	 [22:24:21] Assets\Scripts\ScoreDisplay.cs(9,5): error CS0246: The ty
Line Error	text scoreText;
Error Explanation	The "t" of text should be capital
Error Correction	Text scoreText;
Error Correction ScreenShot	


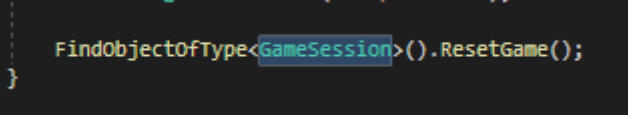
Test Case 6	 [22:28:15] Assets\Scripts\Shredder.cs(9,9): error CS0201: Only assignment, call, increment, decrement, await, and new object expressions
Line Error	(otherObject.gameObject);
Error Explanation	Something in the fornt should be written as to say what unity has to do with does in the brackets
Error Correction	Destroy(otherObject.gameObject);
Error Correction ScreenShot	


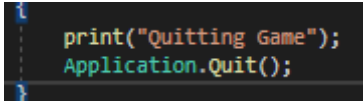
Test Case 7	 [22:32:29] Assets\Scripts\WaveConfig.cs(13,41): error CS1519: Invalid token '=' in class, struct, or interface member declaration
Line Error	[SerializeField] timeBetweenSpawns = 0.5f;
Error Explanation	A data type should be included after the serializefield
Error Correction	[SerializeField] float timeBetweenSpawns = 0.5f;
Error Correction ScreenShot	


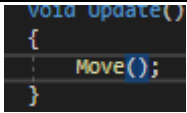
Test Case 8	 [22:35:35] Assets\Scripts\BackgroundScroller.cs(5,34): error CS1514: { expected
Line Error	Public class BackgroundScroller MonoBehaviour
Error Explanation	“:” should be added between the child and parent for inheriting
Error Correction	Public class BackgroundScroller : MonoBehaviour
Error Correction ScreenShot	



Test Case 9	 [22:41:56] Assets\Scripts\GameSession.cs(24,13): error CS7036: There is no argument given that corresponds to the required form	
Line Error	DontDestroyOnLoad();	
Error Explanation	A parameter is needed	
Error Correction	DontDestroyOnLoad(gameObject);	
Error Correction ScreenShot		

Test Case 10	 [22:47:14] Assets\Scripts\Level.cs(13,16): error CS1002: ; expected	
Line Error	yield new WaitForSeconds(delayInSeconds);	
Error Explanation	A return is expected after yield	
Error Correction	yield return new WaitForSeconds(delayInSeconds);	
Error Correction ScreenShot		

Test Case 11	 [22:52:48] Assets\Scripts\Level.cs(26,9): error CS0305: Using the generic method group 'FindObjectOfType' requires 1 type argument
Line Error	FindObjectOfType<>().ResetGame();
Error Explanation	There is no object of type to find
Error Correction	FindObjectOfType<GameSession>().ResetGame();
Error Correction ScreenShot	 A screenshot of a code editor showing the correction of the generic type argument. The code is <code>FindObjectOfType<GameSession>().ResetGame();</code> . The <code>GameSession</code> type argument is highlighted with a blue selection box.

Test Case 12	 [22:57:03] Assets\Scripts\Level.cs(36,32): error CS1513: } expected
Line Error	.Quit();
Error Explanation	"Application" should be in front of .Quit
Error Correction	Application.Quit();
Error Correction ScreenShot	

Test Case 13	 [23:04:21] Assets\Scripts\Player.cs(30,9): error CS0201: Only assignment, call, increment, decrement, await, and new object expressions are allowed here
Line Error	Move;
Error Explanation	Method calls require brackets
Error Correction	Move());
Error Correction ScreenShot	

Test Case 14	 [23:06:30] Assets\Scripts\Player.cs(63,9): error CS0118: 'GameObject' is a type but is used like a variable
Line Error	GameObject = Instantiate(deathVFX, transform.position, Quaternion.identity);
Error Explanation	GameObject is being treated as a variable
Error Correction	GameObject explosion = Instantiate(deathVFX, transform.position, Quaternion.identity);
Error Correction ScreenShot	 A screenshot of a code editor showing the correction of the error. The original line 'GameObject = Instantiate(deathVFX, transform.position, Quaternion.identity);' is crossed out with a red 'X'. The corrected line 'GameObject explosion = Instantiate(deathVFX, transform.position, Quaternion.identity);' is shown below it.