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| Test Case 1 |  |
| Line Error | Null |
| Error Explanation | The laser had to script attached, therefore there would be an error when a laser was shot. |
| Error Correctio | A script was created for this to avoid the error created called EnemyShootFalse |
| Error Correction ScreenShot |  |

**PCG – Test Cases**

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| Test Case 2 |  |
| Line Error | Null |
| Error Explanation | Unity is trying to find the GameSession object but cannot find it. |
| Error Correctio | An empty object was created called GameSession and the the GameSession script was linked |
| Error Correction ScreenShot |  |