**Task 3: Review, Build and Deploy the Game**

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| Test Case 1 |  |
| Line Error | *Unassigned variable* |
| Error  Explanation | The variable EnemyBulletPrefab was declared in script but never assigned to a value in Unity. |
| Error  Correction | Bullet prefab was added to the EnemyBulletPrefab field. |
| Error Correction Screenshot |  |

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| Test Case 2 |  |
| Line Error | *Level.cs > line 24 >* SceneManager.LoadScene("2DcarGamee"); |
| Error  Explanation | Program could not find and load scene; “2DcarGamee”. |
| Error  Correction | “2DcarGamee” was replaced with “2DcarGame”, the actual scene name. |
| Error Correction Screenshot |  |

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| Test Case 3 |  |
| Line Error | *Unassigned value/null reference.* |
| Error  Explanation | Element 0, in the EnemySpawner object was not given any value. |
| Error  Correction | Wave1 was added to Element 0 in the EnemySpawner object. |
| Error Correction Screenshot |  |

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| Test Case 4 |  |
| Line Error | *Enemy.cs > line 41 >* shotCounter = Random.Range; |
| Error  Explanation | Minimum and Maximum values were not set as Random.Range parameters. |
| Error  Correction | “(minTimeBetweenShots, maxTimeBetweenShots);” was added to the code. |
| Error Correction Screenshot |  |

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| Test Case 5 |  |
| Line Error | *Player.cs > line 63 >* this.transform.position = new Vector2(newXPos, -5.75); |
| Error  Explanation | Vector2 property takes two parameters, x and y as float values. Y was not given as a float value. |
| Error  Correction | The letter ‘f’ was added after the Y-axis value, “-5.75” in order to make it a float value. |
| Error Correction Screenshot |  |

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| Test Case 6 |  |
| Line Error | *HealthDisplay.cs > line 20 >* HealthText.text = player.getHealth(); |
| Error  Explanation | HealthText.text could not be equal to player.getHealth(), since one has an integer value and the other has a string value. |
| Error  Correction | .ToString() was added in order to change player.getHealth() ‘s value, from an integer to a string, so it can match and be compared to HealthText.text. |
| Error Correction Screenshot |  |

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| Test Case 7 |  |
| Line Error | *ScoreDisplay.cs > line 22 >* if(scoreText == "100") |
| Error  Explanation | The if statement worked but the score was not being changed since the “.text” was not called. |
| Error  Correction | .text was added after scoreText, in order to access the .text value of scoreVlaue. |
| Error Correction Screenshot |  |

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| Test Case 8 |  |
| Line Error | *ScoreDisplay.cs > line 20 >*  scoretext.text = gameSession.GetScore().ToString(); |
| Error  Explanation | Reference, “scoretext” in line 20 does not match its initial variable declare “scoreText”. |
| Error  Correction | “scoretext” was changed to “scoreText”, its proper variable name. |
| Error Correction Screenshot |  |

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| Test Case 9 |  |
| Line Error | *ScoreDisplay.cs > line 22 >* if(scoreText.text = "100") |
| Error  Explanation | With this line of code, the program was trying to convert scoreText.text (bool) to “100” (string). What we wanted to do was compare not change a value. |
| Error  Correction | “==” was used instead of “=” in order to compare two values instead of changing the value. |
| Error Correction Screenshot |  |

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| Test Case 10 |  |
| Line Error | *Wave4 > EnemyPrefab* |
| Error  Explanation | Enemy Prefab was not given a value (Enemy 4 (CAR)). |
| Error  Correction | Enemy 4 (CAR) was added to the Enemy Prefab field. |
| Error Correction Screenshot |  |

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| Test Case 11 |  |
| Line Error | *ScoreDisplay.cs > line 20 >* scoreText.text = gameSession.GetScore(); |
| Error  Explanation | scoreText.text could not be equal to gameSession.GetScore(), since one has an integer value and the other has a string value. |
| Error  Correction | .ToString() was added in order to change gameSession.GetScore() ‘s value, from an integer to a string, so it can match and be compared to scoreText.text. |
| Error Correction Screenshot |  |

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| Test Case 12 |  |
| Line Error | *Build Settings* |
| Error  Explanation | The program could not change the scene to “2DcarGame” as it wasn’t in the build settings, scenes list. |
| Error  Correction | The scene “2DcarGame” was dragged from the scenes folder to the Scenes in Build section. |
| Error Correction Screenshot |  |

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| Test Case 13 |  |
| Line Error | *Player > Player (Script)* |
| Error  Explanation | The program could not find a Death VFX element to instantiate since no value was given. |
| Error  Correction | “Explosion Particles” was added to the “Death VFX” field in Player script on the Player prefab. |
| Error Correction Screenshot |  |

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| Test Case 14 |  |
| Line Error | *EnemySpawner.cs > line 28 >* for (enemyCount = 1; enemyCount <= waveToSpawn.GetNumberOfEnemies(); enemyCount++) |
| Error  Explanation | Since enemyCount was not declared yet, the program could not find it. |
| Error  Correction | An “int” was added before “enemyCount = 1” in order to declare it as a variable of type integer. |
| Error Correction Screenshot |  |