
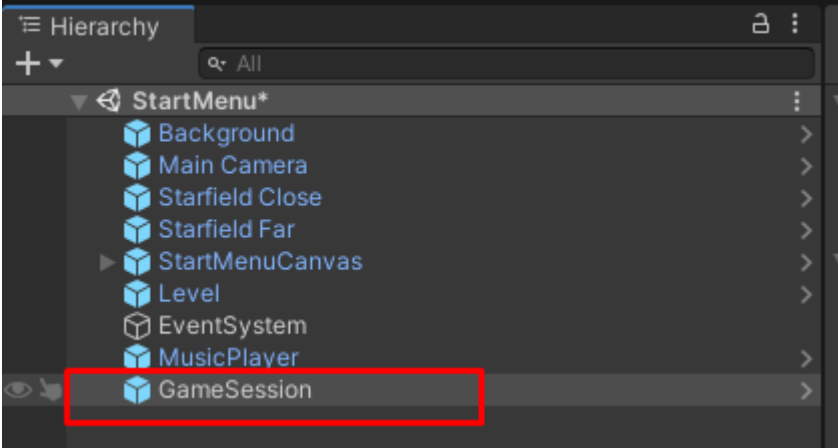

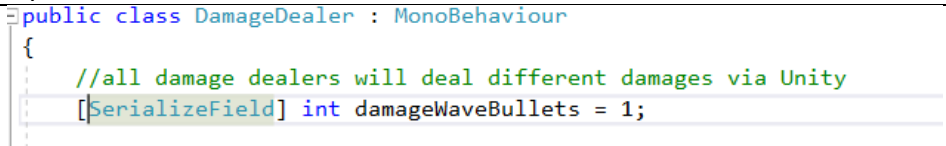




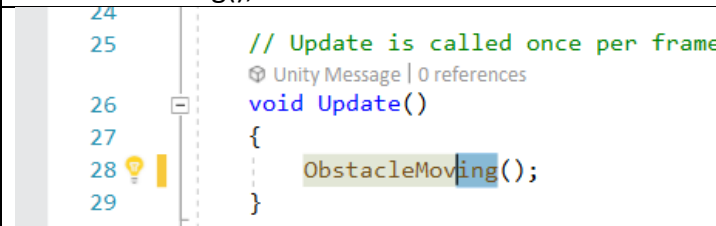



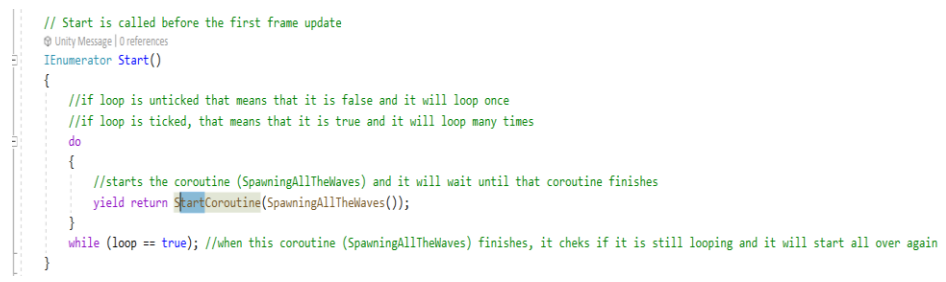
Test Case 1	 [10:58:37] NullReferenceException: Object reference not set to an instance of an object Level.LoadGame () (at Assets/Scripts/Level.cs:21)
Line Error	<i>FindObjectOfType&lt;GameSession&gt;().ResetGame();</i>
Error Explanation	The Game cannot find the <i>GameSession</i> in the Scene
Error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


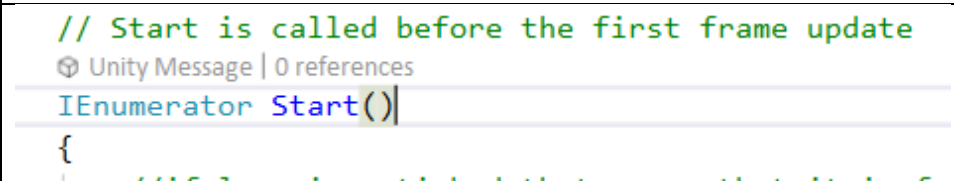
Test Case 2	 [10:17:09] Assets\Scripts\DamageDealer.cs(10,21): error CS1002: ; expected
Line Error	Serialize Field <code>int</code> damageWaveBullets = 1;
Error Explanation	<i>The type or namespace 'Serialize' could not be found</i>
Error Correction	Write SerializeField as one word with capital S and F and put it in square brackets.
Error Correction ScreenShot	


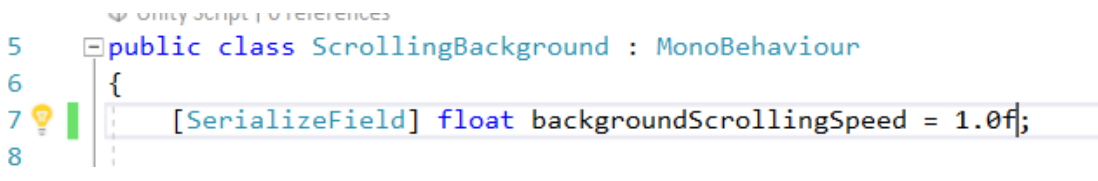
Test Case 3	 [10:30:37] UnassignedReferenceException: The variable obstaclePrefab of ObstacleWave has not been assigned. You probably need to assign the obstaclePrefab variable of the ObstacleWave script in the inspector.
Line Error	<code>var obstacle = Instantiate(waveConfig.GetObstaclePrefab(), waveConfig.GetWayPoints()[0].transform.position, Quaternion.identity);</code>
Error Explanation	An obstacle is not assigned in Wave 1 in the Obstacle Prefab field, and so the code from the ObstacleSpawner.cs can't get and return the obstacle prefab
Error Correction	Click in the Waves folder, click on Wave1 and in the Obstacle Prefab field choose rockObstacle
Error Correction ScreenShot	

Test Case 4	 [10:39:03] Assets\Scripts\ObstacleSpawner.cs(39,54): error CS0103: The name 'WaveConfig' does not exist in the current context
Line Error	<code>for (int obstacleCount = 1; obstacleCount &lt;= WaveConfig.GetNumberOfObstacles(); obstacleCount++)</code>
Error Explanation	The variable WaveConfig does not exists in the current context of the coroutine in the parameter
Error Correction	The w of the waveConfig which is found in the parameter of the for loop need to be written in a lower case.
Error Correction ScreenShot	<pre> //coroutine to spawn all obstacles in a wave //to specify which obstacles from which wave they are going to spawn 1 reference private IEnumerator SpawnAllObstaclesInWave(ObstacleWave waveConfig) {     //loop to spawn multiple obstacles in a wave     for (int obstacleCount = 1; obstacleCount &lt;= waveConfig.GetNumberOfObstacles(); obstacleCount++)     {         //spawn obstacles in a wave     } } </pre>

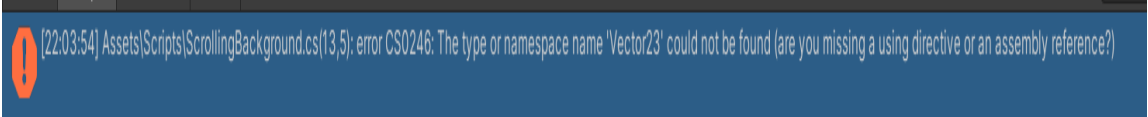
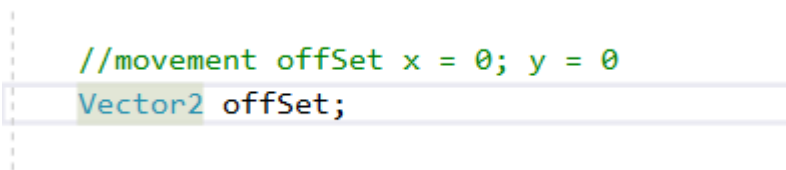
Test Case 5	 [10:51:20] Assets\Scripts\ObstaclePathing.cs(28,9): error CS0103: The name 'ObstacleMove' does not exist in the current context
Line Error	<pre>// Update is called once per frame void Update() {     ObstacleMove(); }</pre>
Error Explanation	The method named ObstacleMove() does not exist in the ObstaclePathing script
Error Correction	In the void method instead of writing ObstacleMove(); write ObstacleMoving();
Error Correction ScreenShot	 <pre>24 25 // Update is called once per frame 26 Unity Message   0 references 27 void Update() 28 { 29     ObstacleMoving(); 30 }</pre>

Test Case 6	 [10:52:40] Assets\Scripts\ObstacleSpawner.cs(23,26): error CS1955: Non-invocable member 'Coroutine' cannot be used like a method.
Line Error	<code>yield return Coroutine(SpawningAllTheWaves());</code>
Error Explanation	The Coroutine can not be used as a method that can start SpawningAllTheWaves
Error Correction	Before Coroutine the word Start need to be typed down else it won't start SpawningAllTheWaves. This needs to be typed as <code>yield return StartCoroutine(SpawningAllTheWaves());</code>
Error Correction ScreenShot	 <pre> // Start is called before the first frame update @ Unity Message   0 references IEnumerator Start() {     //if loop is unticked that means that it is false and it will loop once     //if loop is ticked, that means that it is true and it will loop many times     do     {         //starts the coroutine (SpawningAllTheWaves) and it will wait until that coroutine finishes         yield return StartCoroutine(SpawningAllTheWaves());     }     while (loop == true); //when this coroutine (SpawningAllTheWaves) finishes, it checks if it is still looping and it will start all over again } </pre>

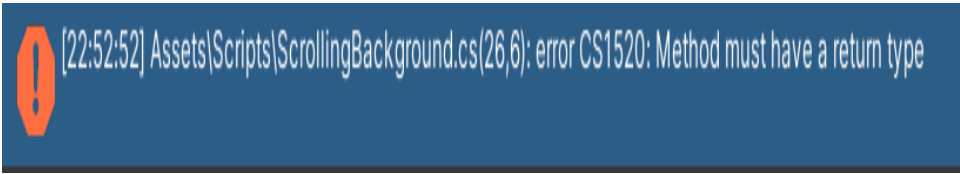
Test Case 7	 [10:55:34] Assets\Scripts\ObstacleSpawner.cs(16,23): error CS1026: ) expected
Line Error	IEnumerator Start(
Error Explanation	The method IEnumerator Start does not finish with two round brackets, and so a bracket ) is expected to be at the end of this line
Error Correction	After IEnumerator Start add another bracket IEnumerator Start()
Error Correction ScreenShot	 <pre> // Start is called before the first frame update [Unity Message   0 references] IEnumerator Start() {     //if loop is unticked that means that it is fa </pre>

Test Case 8	 [21:47:27] Assets\Scripts\ScrollingBackground.cs(7,55): error CS0664: Literal of type double cannot be implicitly converted to type 'float'; use an 'F' suffix to create a literal of this type
Line Error	[SerializeField] float backgroundScrollingSpeed = 1.0;
Error Explanation	Trying to assign and convert a value of type double to a type of float
Error Correction	After the value 1.0, a small f should be added to this 1.0f
Error Correction ScreenShot	 <pre> 5 public class ScrollingBackground : MonoBehaviour 6 { 7     [SerializeField] float backgroundScrollingSpeed = 1.0f; 8 </pre>



Test Case 9	
Line Error	Vector23 offSet;
Error Explanation	The type Vector23 could not be found because this game is a 2D game and so it will only work with Vector2 because it contains the points of X and Y and so Vector23 does not exist
Error Correction	Instead of writing Vector 23 write Vetor2 offSet;
Error Correction ScreenShot	

Test Case 10	
Line Error	<code>myMaterialBackground.mainTextureOffset += offSet * Time.Time;</code>
Error Explanation	Time.Time will not be able to move the background GameObject in the y axis which means that the background can't scroll upwards
Error Correction	After Time. I need to add delta like this Time.deltaTime;
Error Correction ScreenShot	<code>myMaterialBackground.mainTextureOffset += offSet * Time.deltaTime;</code>

Test Case 11	
Line Error	<code>Update()</code>
Error Explanation	The method update must have a return type
Error Correction	Before the word update write void in small letters
Error Correction ScreenShot	<pre>// Update is called once per frame // Unity Message   0 references void Update() {     //to update at that offset     //move the texture of the material by offset every frame     myMaterialBackground.mainTextureOffset += offSet * Time.deltaTime; }</pre>

Test Case 12	
Line Error	<code>AudioSource.PlayClipAPoint(obstacleSound, Camera.main.transform.position, obstacleSoundEffect);</code>
Error Explanation	<i>AudioSource dos not contain a definition of PlayClipAPoint</i>
Error Correction	Instead of writing <code>AudioSource.PlayClipAPoint(obstacleSound, Camera.main.transform.position, obstacleSoundEffect);</code> I need to write <code>AudioSource.PlayClipAtPoint(obstacleSound, Camera.main.transform.position, obstacleSoundEffect);</code> After <code>PlayClipA</code> I need to add a small t after A which is like this: <code>PlayClipAt</code>
Error Correction ScreenShot	

Test Case 13	[23:28:08] Assets\Scripts\ObstaclePathing.cs(50,33): error CS1525: Invalid expression term ';'
Line Error	waypointElement+;
Error Explanation	Currently the waypointElement is equal to 0 and so the obstacle is on waypoint0, due to waypointElement+; is like that, the obstacle can't move to the next waypoint
Error Correction	After the first plus add another plus waypointElement++; so the obstacle can be able to move on all the waypoints
Error Correction ScreenShot	<pre> //if obstacle reaches the target position if (transform.position == positionTarget) {     waypointElement++; } </pre>

Test Case 14	
Line Error	<code>obstacle.GetComponent&lt;&gt;().SetWaveConfig(waveConfig);</code>
Error Explanation	I am not specifying which component or script I want to get from the GameObject. The GetComponent function doesn't know which type of component I want to get because there are many components.
Error Correction	In the triangular brackets write <ObstaclePathing>, so you can be able to gather all the information of the obstacles which is saved in ObstaclePathing and later on, the obstacles can spawn continuously in different waves
Error Correction ScreenShot	

Test Case 15	 [00:07:43] Assets\Scripts\SessionPlay.cs(20,46): error CS1001: Identifier expected
Line Error	<code>if(FindObjectsOfType&lt;SessionPlay&gt;(). &gt; 1)</code>
Error Explanation	It is not accessing a class or a variable or a method on what I am providing. The problem is that SessionPlay is not accessing the array Length. Error identifier expected means that it needs to access something within something else.
Error Correction	Write Length after the dot(.)
Error Correction ScreenShot	