
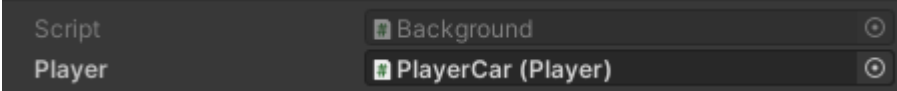

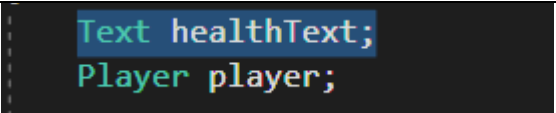

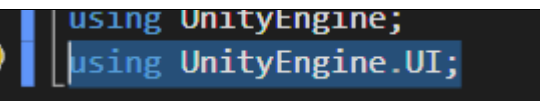

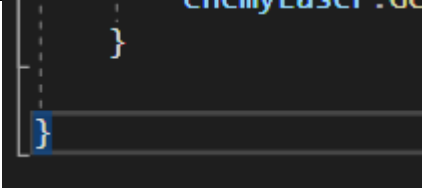






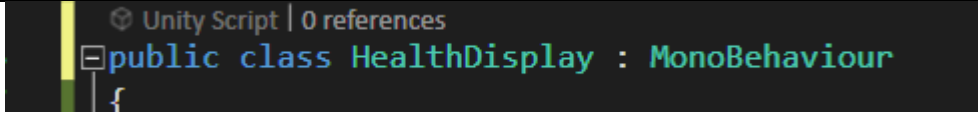
Test Case 1	 [19:01:01] NullReferenceException: Object reference not set to an instance of an object Background.Start () (at Assets/Scripts/Background.cs:13)
Line Error	offset = new Vector2(0f, (player.returnCarSpeed()/10));
Error Explanation	There is no object to base the player.returnCarSpeed
Error Correction	Object Player Car was added to the background script on each background in the scenes.
Error Correction Screen Shot	


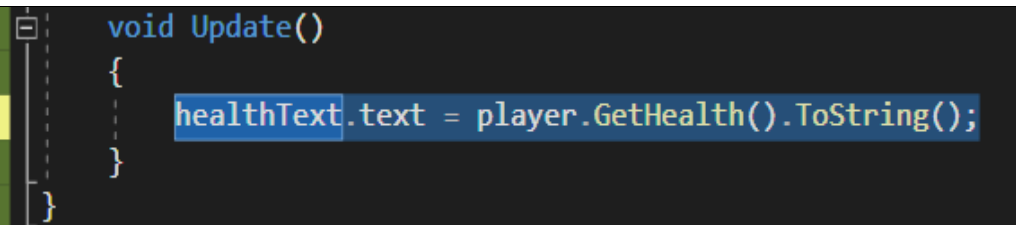
Test Case 2	 [19:19:20] Assets\Scripts\HealthDisplay.cs(14,9): error CS0103: The name 'healthText' does not exist in the current context
Line Error	healthText = GetComponent<Text>();
Error Explanation	No health text variable was declared
Error Correction	Added health text variable to script
Error Correction Screen Shot	


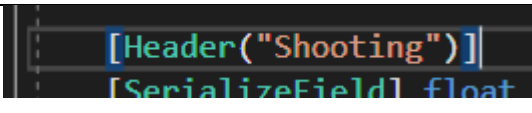
Test Case 3	 [19:21:17] Assets\Scripts\ScoreDisplay.cs(8,5): error CS0246: The type or namespace name 'Text' could not be found (are you missing a using directive or an assembly reference?)
Line Error	scoreText = GetComponent<Text>();
Error Explanation	Correct Package was not importa
Error Correction	Add using UnityEngine.UI;
Error Correction Screen Shot	


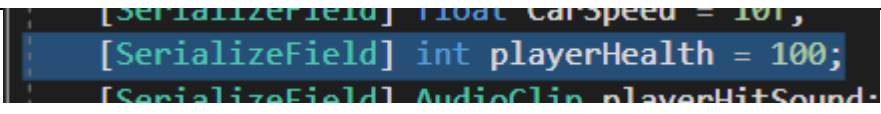
Test Case 4	 [19:24:01] Assets\Scripts\Enemy.cs(64,6): error CS1513: } expected
Line Error	}
Error Explanation	There is a missing closing bracket
Error Correction	Added closing bracket
Error Correction Screen Shot	


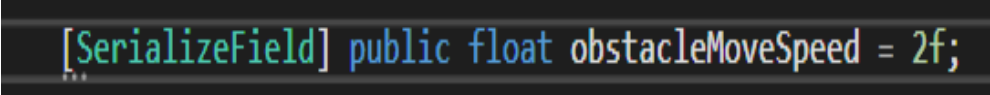
Test Case 5	 [19:29:40] Assets\Scripts\Enemy.cs(63,71): error CS0839: Argument missing
Line Error	enemyLaser.GetComponent<Rigidbody2D>().velocity = new Vector2(, -enemyBulletSpeed);
Error Explanation	There is an argument missing in Vector 2
Error Correction	Added 0 before the comma in the vector 2 arguments
Error Correction Screen Shot	


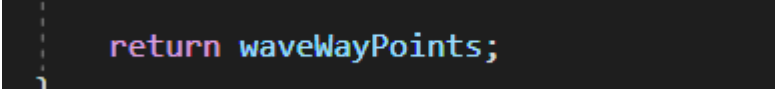
Test Case 6	 [19:40:57] Assets\Scripts\HealthDisplay.cs(13,22): error CS0103: The name 'GetComponent' does not exist in the current context  [19:40:57] Assets\Scripts\HealthDisplay.cs(14,18): error CS0103: The name 'FindObjectOfType' does not exist in the current context
Line Error	healthText = GetComponent<Text>(); player = FindObjectOfType<Player>();
Error Explanation	There is no reference to the methods its calling
Error Correction	Added the parent class Mono Behaviour
Error Correction Screen Shot	


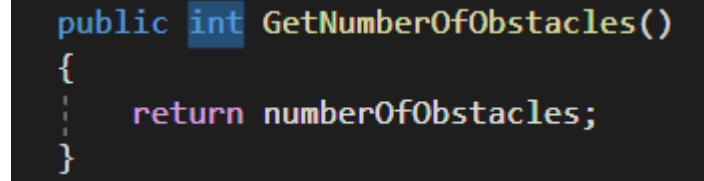
Test Case 7	 [19:42:53] Assets\Scripts\HealthDisplay.cs(19,27): error CS0029: Cannot implicitly convert type 'int' to 'string'
Line Error	healthText.text = player.GetHealth();
Error Explanation	The healthText.text is a string and player.gethealth is an int
Error Correction	Add toString() to convert into to string
Error Correction Screen Shot	


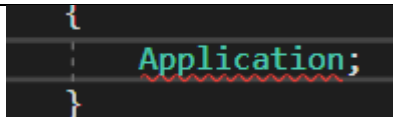
Test Case 8	 [19:47:48] Assets\Scripts\Enemy.cs(8,24): error CS1003: Syntax error, ']' expected
Line Error	[Header("Shooting")
Error Explanation	There is no closing square bracket
Error Correction	Add a square bracket after the closing round bracket
Error Correction Screen Shot	


Test Case 9	 [19:49:36] Assets\Scripts\Player.cs(14,41): error CS0266: Cannot implicitly convert type 'double' to 'int'. An explicit conversion exists (are you missing a cast?)
Line Error	[SerializeField] int playerHealth = 100.2;
Error Explanation	Player health is int and the value is a float
Error Correction	Remove the .2
Error Correction Screen Shot	

Test Case 10	 [19:53:36] Assets\Scripts\ObstacleWaves.cs(14,55): error CS0029: Cannot implicitly convert type 'string' to 'float'
Line Error	[SerializeField] public float obstacleMoveSpeed = "12";
Error Explanation	A string is being put where a float should be
Error Correction	Remove the "" and add an f
Error Correction Screen Shot	

Test Case 11	 [19:55:52] Assets\Scripts\ObstacleWaves.cs(23,28): error CS0161: 'ObstacleWaves.GetWaypoints()': not all code paths return a value
Line Error	public List<Transform> GetWaypoints()
Error Explanation	There is no return in this function
Error Correction	Add a return
Error Correction Screen Shot	

Test Case 12	 [19:57:19] Assets\Scripts\EnemySpawner.cs(28,34): error CS0019: Operator '<' cannot be applied to operands of type 'int' and 'string'
Line Error	for (int enemyCount = 0; enemyCount < waveConfig.GetNumberOfObstacles(); enemyCount++)
Error Explanation	The method called is of type string and cannot be used to compare the size with int
Error Correction	Change the return type of function
Error Correction Screen Shot	

Test Case 13	 [20:06:38] Assets\Scripts\Level.cs(26,20): error CS1002: ; expected	
Line Error	Application	
Error Explanation	There is no semicolon	
Error Correction	Added a semicolon	
Error Correction Screen Shot		

Test Case 14	 [20:08:21] Assets\Scripts\Level.cs(26,9): error CS0201: Only assignment, call, increment, decrement, await, and new object expressions can be used as a statement	
Line Error	Application;	
Error Explanation	There is no methonds being called trough application	
Error Correction	Added the .Quit as it is supposed to make it quit	
Error Correction Screen Shot	