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| Test Case 1 |  |
| Line Error | FindObjectOfType<GameSession>().ResetGame(); |
| Error  Explanation | The Game Session is not found |
| Error  Correction | GameSession prefab added to the StartMenu Scene |
| Error  Correction  Screenshot |  |

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| Test Case 2 |  |
| Line Error | No Line Error |
| Error  Explanation | The Sound effect need to be added to the prefab |
| Error  Correction | The Sound effect was added to the prefab |
| Error  Correction  Screenshot |  |

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| Test Case 3 |  |
| Line Error | [SerializeField] int health = |
| Error  Explanation | The Variable is empty |
| Error  Correction | The variable was filled in |
| Error  Correction  Screenshot |  |

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| Test Case 4 |  |
| Line Error | Destroy(gameObjec); |
| Error  Explanation | gameObject is written incorrectly |
| Error  Correction | gameObject was fixed |
| Error  Correction  Screenshot |  |

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| Test Case 5 |  |
| Line Error |  |
| Error  Explanation | FindObjectOfType is written incorrectly |
| Error  Correction | FindObjectOfType is fixed |
| Error  Correction  Screenshot |  |

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| Test Case 6 |  |
| Line Error |  |
| Error  Explanation | There is a missing semicolon |
| Error  Correction | Semicolon is placed where it should be |
| Error  Correction  Screenshot |  |

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| Test Case 7 |  |
| Line Error | No Line Error |
| Error  Explanation | The variable was empty |
| Error  Correction | The variable was added to deathPTX |
| Error  Correction  Screenshot |  |

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| Test Case 8 |  |
| Line Error |  |
| Error  Explanation | It cannot yield return since there is a void |
| Error  Correction | Removed the yield return |
| Error  Correction  Screenshot |  |

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| Test Case 9 |  |
| Line Error |  |
| Error  Explanation | The variable damage does not exist |
| Error  Correction | Create the variable damage above |
| Error  Correction  Screenshot |  |