|  |  |  |  |
| --- | --- | --- | --- |
|  | Error | Fix | Explanation |
|  | **override public void OnMouseUpAsButton()**  in CardProspector class | **public virtual void OnMouseUpAsButton()** | Because CardProspector inherits from Card and is trying to override a method in Card we must declare this function as virtual |
|  | **foreach (string s in letters){**  **for(int i=0; i<14; i++)**  **}**  In MakeCards() methoid in Deck class | **foreach (string s in letters){**  **for(int i=0; i<13; i++)**  **}** | Change the range from i<14 to i<13 as there are only 13 cards in a suit |
|  | **Private ScoreManager SM = new ScoreManager()**  Located in Prospector class  **SM.Event(eScoreEvent.mine);**  Located in the case eCardState.tableau | **Removed this code**  **ScoreManager.Event(eScoreEvent.mine)** | Enusre that the ScoreManager fields are accessed through the class and ScoreManager is a singleton and having more than 1 instance causes errors |
|  | MoveToDiscard(target);  MoveToTarget(Draw());  UpdateDrawPile();  Located in the Prospector Class |  | Moved from case eCardState.target to case eCardState.drawplie.  Ensures you can change the cards when you want to draw |
|  | No Shuffling Method | Add Shuffling Method | Cards are originally unshuffled, added a method to shuffle that is called when the game starts |

**Assignment 3**

**Limitations of Unity**

1. One of the obvious limitations of unity is the inability to create complex game characters such as the hero, enemy etc. To overcome this we can create and import game characters created in other programs.
2. There is also a lack of embedded web browser making it so you have to use an external source to share your projects
3. The last limitation of unity is the lack of built in source code editor. To overcome this problem we have to download our own source code editor such as Visual Studio Code or Visual Studio 2017.