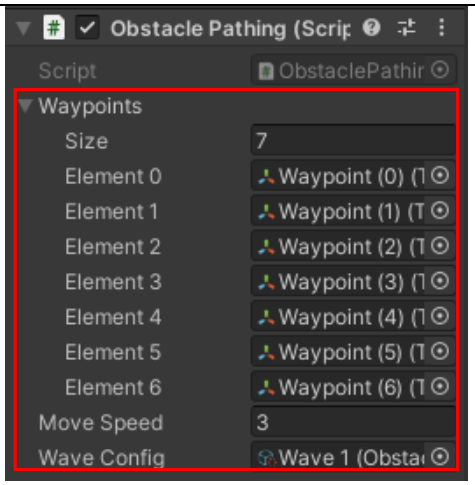
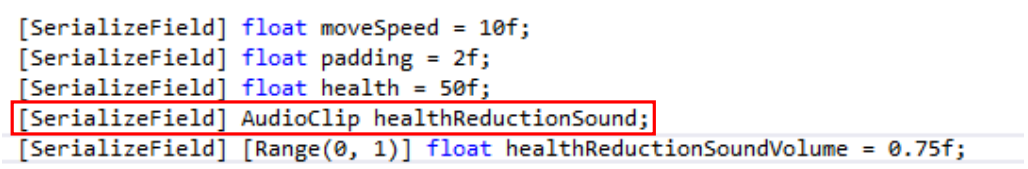
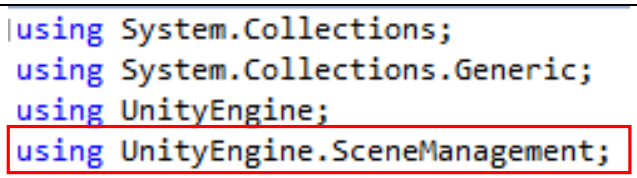
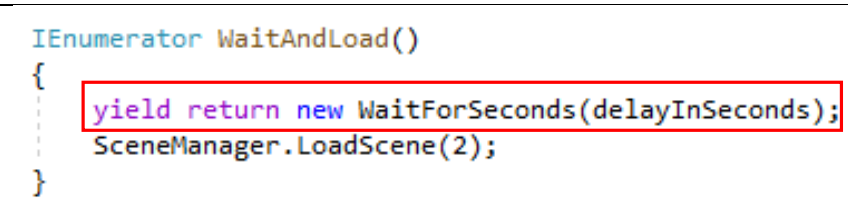
Errors Found During Development

Test Case 1	[10:18:20] MissingReferenceException: The variable waypoints of ObstaclePathing doesn't exist anymore. You probably need to reassign the waypoints variable of the 'ObstaclePathing' script in the inspector.
Line Error	`var targetPosition = waypoints[waypointIndex].transform.position;`
Error Explanation	The Path and Waypoints are not assigned in the Obstacle Prefab
Error Correction	From the Obstacle Prefab to be used, the 'Waypoints' and 'Wave Config' variables of the 'ObstaclePathing' script where assigned accordingly
Error Correction ScreenShot	

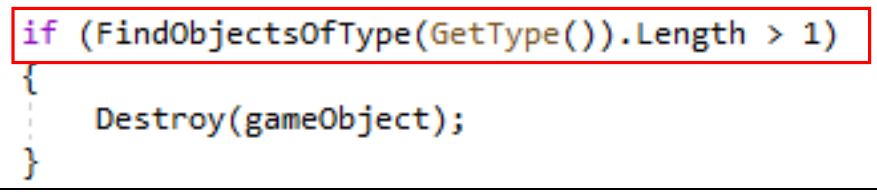
Test Case 2	[14:08:31] Assets\Scripts\Player.cs(10,19): error CS1519: Invalid token ']' in class, struct, or interface member declaration
Line Error	`SerializeField] AudioClip healthReductionSound;`
Error Explanation	There is a symbol that is interfering with the rest of the code, this could be due to not have the opening/closing side of the symbol
Error Correction	The opening side of the symbol ('['), was added at the very beginning of this specific line of code
Error Correction ScreenShot	

Test Case 3	[14:18:15] UnassignedReferenceException: The variable obstacleDestroySound of ObstacleExplosion has not been assigned. You probably need to assign the obstacleDestroySound variable of the ObstacleExplosion script in the inspector.
Line Error	`AudioSource.PlayClipAtPoint(obstacleDestroySound, Camera.main.transform.position, obstacleDestroySoundVolume);`
Error Explanation	The appropriate variable needs to be assigned in the correct script in the inspector
Error Correction	The 'obstacleDestroySound' variable was assigned in the 'ObstacleExplosion' script from the inspector
Error Correction ScreenShot	

Test Case 4	[17:12:37] Assets\Scripts\Level.cs(4,19): error CS0234: The type or namespace name 'SceneMangagement' does not exist in the namespace 'UnityEngine'
Line Error	`using UnityEngine.SceneMangagement;`
Error Explanation	What has been written in the script does not exist in the Unity library/dictionary
Error Correction	Wrote the misspelt word correctly
Error Correction ScreenShot	

Test Case 5	[19:49:21] Assets\Scripts\Level.cs(37,41): error CS1955: Non-invocable member 'Level.delayInSeconds' cannot be used like a method.
Line Error	`yield return new WaitForSeconds(delayInSeconds());`
Error Explanation	The variable 'delayInSeconds' cannot be used as a method.
Error Correction	Removed the '()' from after the variable name.
Error Correction ScreenShot	

```
IEnumerator WaitAndLoad()
{
    yield return new WaitForSeconds(delayInSeconds);
    SceneManager.LoadScene(2);
}
```

Test Case 6	[20:34:52] Assets\Scripts\MusicPlayer.cs(21,52): error CS1026:) expected
Line Error	`if (FindObjectsOfType(GetType().Length > 1)`
Error Explanation	A closing bracket ')' is missing in the above line of code.
Error Correction	Added the closing bracket in the above line of code.
Error Correction ScreenShot	

```
if (FindObjectsOfType(GetType()).Length > 1)
{
    Destroy(gameObject);
}
```

Test Case 7	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	`Text scoreText;`
Error Explanation	'Text' could not be found. This could be due to not having the library.
Error Correction	Inserted the correct directory.

Error Correction ScreenShot	`using System.Collections;`
	`using System.Collections.Generic;`
	`using UnityEngine;`
	`using UnityEngine.UI;`

Test Case 8	Assets\Scripts\ScoreDisplay.cs(22,26): error CS0029: Cannot implicitly convert type 'int' to 'string'
Line Error	`scoreText.text = gameSession.GetScore();`
Error Explanation	Cannot convert 'scoreText' from int to string.
Error Correction	Converted 'scoreText' to string.
Error Correction ScreenShot	`scoreText.text = gameSession.GetScore().ToString();`

No more errors were encountered during development.