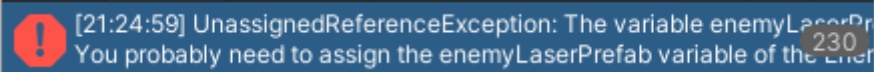
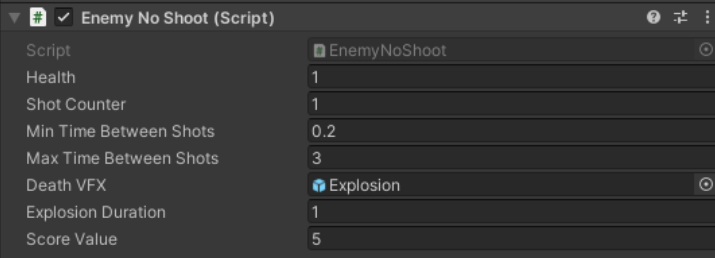
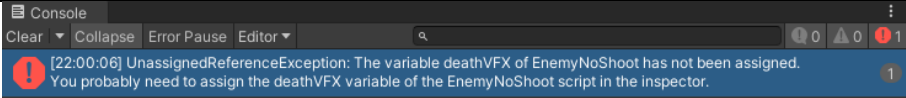
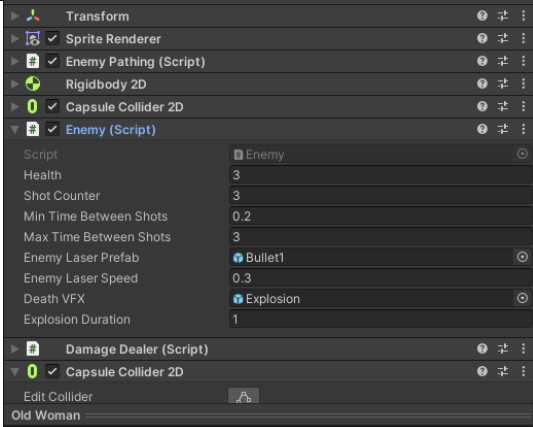

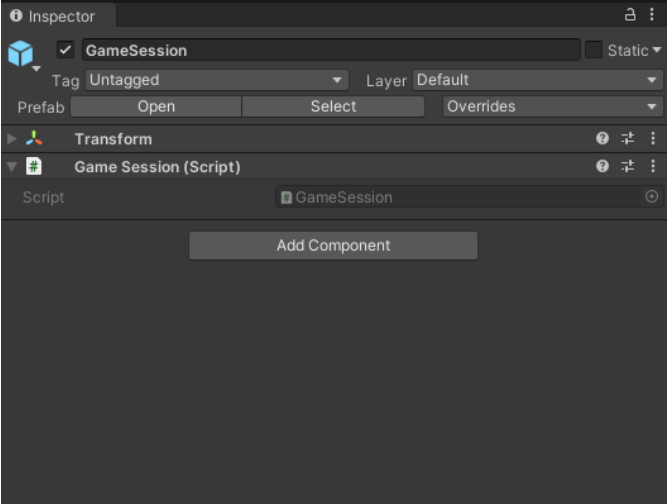



Test Case 1	
Error Explanation	When the script was assigned to the prefab with no lasers, the laser field was left empty and therefore Unity was creating an error about it.
Error Correction	A new script was created for non-shooting enemies and the laser field was not put into that script.
Error Correction Screenshot	

Test Case 2	
Error Explanation	When the script was assigned to the prefab, the VFX was not assigned, therefore it created this error.
Error Correction	The death VFX was added to the inspector.
Error Correction Screenshot	

Test Case 3	 [11:28:30] NullReferenceException: Object reference not set to an instance of an object EnemyPathing.EnemyMove () (at Assets/Scripts/EnemyPathing.cs:63)
Error Explanation	The script was looking for the non-existing object.
Error Correction	The object was created, and the script was linked to the object
Error Correction Screenshot	

Test Case 4	 [18:26:29] MissingReferenceException: The variable enemyPrefab of WaveConfig does not contain a valid reference. You probably need to reassign the enemyPrefab variable of the 'WaveConfig' script in the Hierarchy.
Error Explanation	After adding the same prefab, the prefab was not assigned to the WaveConfig
Error Correction	The prefab was assigned to the WaveConfig.
Error Correction Screenshot	