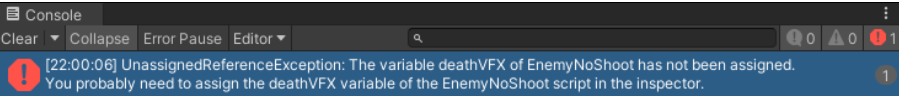
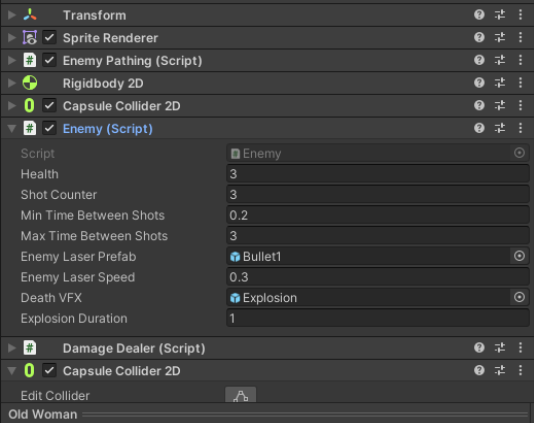
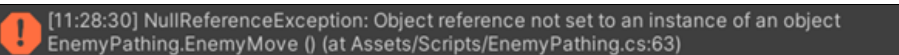
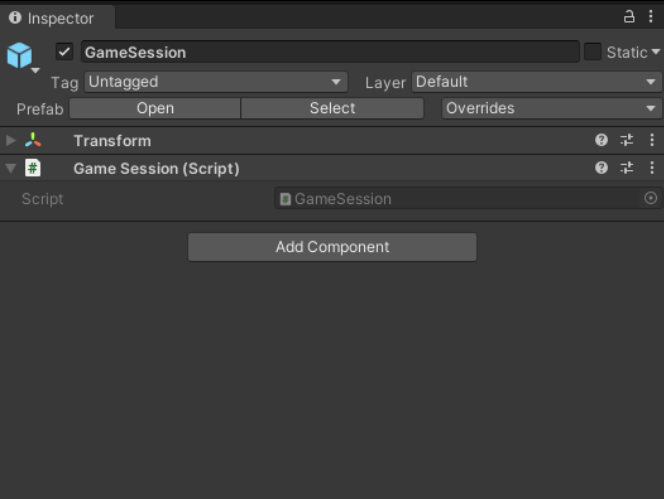
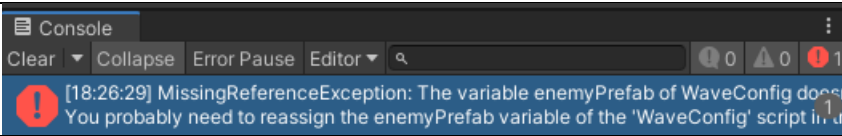
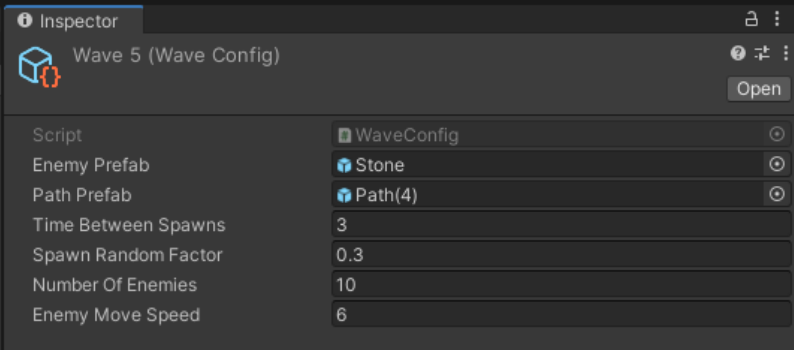


Test Case 1	
Error Explanation	When the script was assigned to the prefab, the VFX was not assigned, therefore it created this error.
Error Correction	The death VFX was added to the inspector.
Error Correction Screenshot	

Test Case 2	
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 3	 <p>[18:26:29] MissingReferenceException: The variable enemyPrefab of WaveConfig does not have a value assigned. You probably need to reassign the enemyPrefab variable of the 'WaveConfig' script in the Inspector.</p>
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	 <p>Inspector: Wave 5 (Wave Config)</p> <ul style="list-style-type: none"> <li>Script: WaveConfig</li> <li>Enemy Prefab: Stone</li> <li>Path Prefab: Path(4)</li> <li>Time Between Spawns: 3</li> <li>Spawn Random Factor: 0.3</li> <li>Number Of Enemies: 10</li> <li>Enemy Move Speed: 6</li> </ul>