Basically, the old person prefab was not assigned the explosion particle prefab and had this error.

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| 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 |  |

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| 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 |  |

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| Test Case 3 |  |
| 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 |  |

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| Test Case 4 |  |
| 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 |  |