

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 |  |