|  |  |
| --- | --- |
| 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 |  |
| 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 |  |