PROGRAMMING FOR COMPUTER GAMES
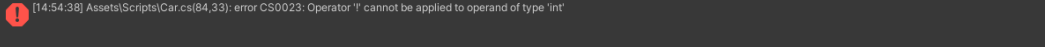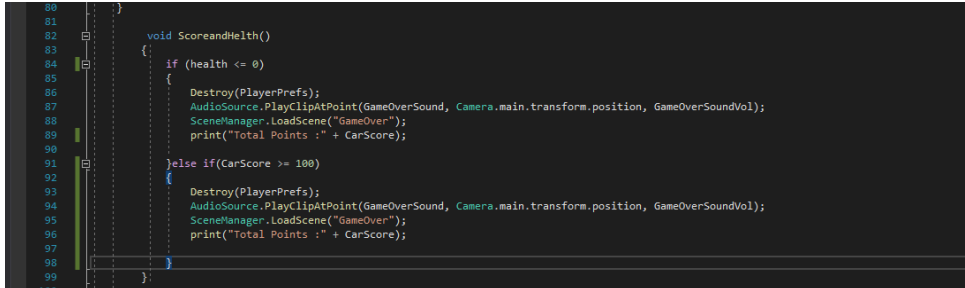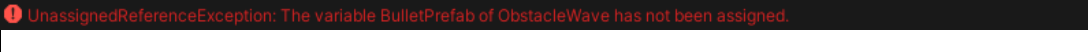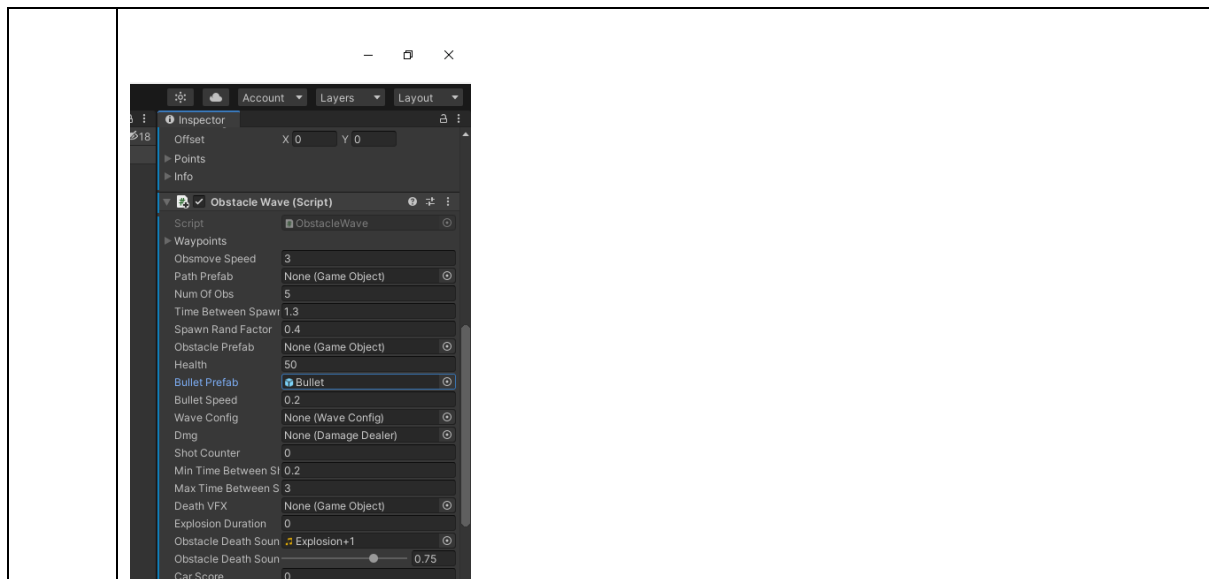
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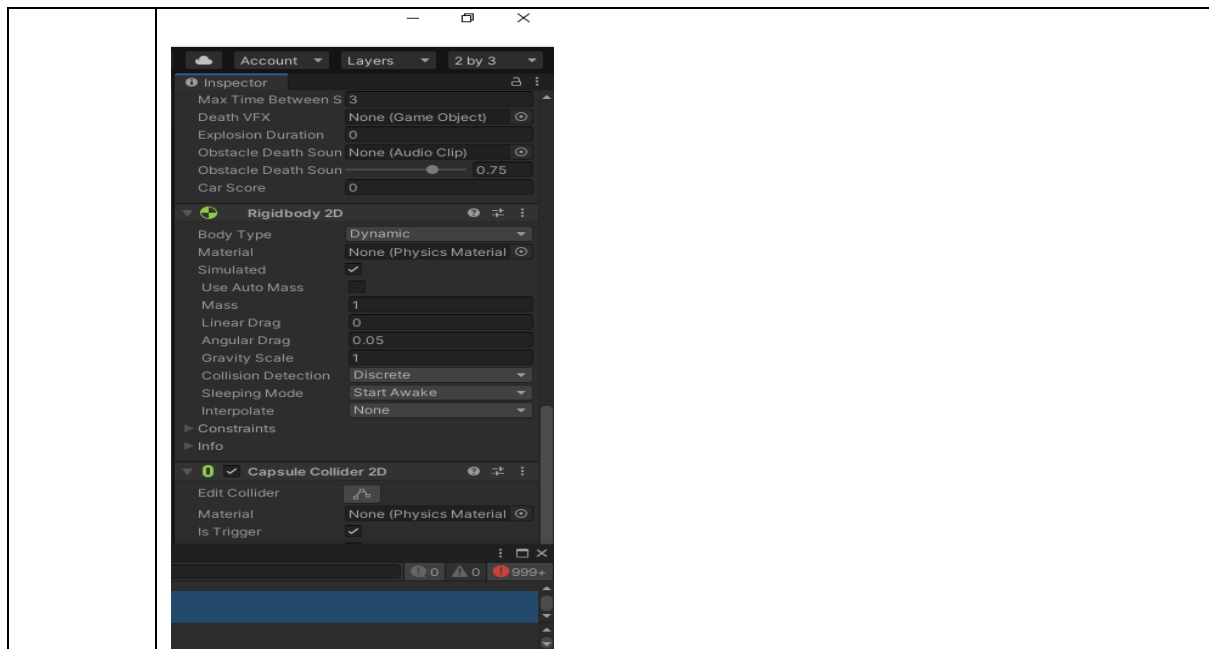
Task 3: Review, Build and Deploy the Game

Test Case 1	
	⊗ [14:54:38] Assets\Scripts\Car.cs(84,33): error CS0023: Operator '!' cannot be applied to operand of type 'int'
Line Error	Operator '!' cannot be applied to an operand type ' int'
Error Explanation	The ! before Car score is a good operand for the type integer (Car score)
Error Correction	previously I had a ! before the Car Score object so I created and else If loop was created to remove the
Error Correction Screenshot	

```
80          }
81
82 ⊟      void ScoreandHelth()
83      {
84 ⊟          if (health <= 0)
85          {
86              Destroy(PlayerPrefs);
87              AudioSource.PlayClipAtPoint(GameOverSound, Camera.main.transform.position, GameOverSoundVol);
88              SceneManager.LoadScene("GameOver");
89              print("Total Points :" + CarScore);
90
91 ⊟          }else if(CarScore >= 100)
92          {
93              Destroy(PlayerPrefs);
94              AudioSource.PlayClipAtPoint(GameOverSound, Camera.main.transform.position, GameOverSoundVol);
95              SceneManager.LoadScene("GameOver");
96              print("Total Points :" + CarScore);
97
98          }
99      }
```

Test Case 2	
	⊗ UnassignedReferenceException: The variable BulletPrefab of ObstacleWave has not been assigned.
Line Error	The Variable Bullet Prefab of Obstacle Wave has not been assigned
Error Explanation	That the variable bullet prefab isn't assigned in the obstacle wave
Error Correction	Bullet prefab variable was assigned in the obstacle wave
Error Correction Screenshot	

Test Case 3	[12:22:23] MissingComponentException: There is no 'Rigidbody2D' attached to the "Bullet(Clone)" game object, but a script is trying to access it. You probably need to add a Rigidbody2D to the game object "Bullet(Clone)". Or your script needs to check if the component is attached before using it.
Line Error	There is no RigidBody2D attached to bullet(clone)
Error Explanation	There need to be a component Rigid Body to bullet(clone)
Error Correction	Created a Rigid Body 2D attached to Bullet(clone)
Error Correction Screenshot	

Test Case 4	
Line Error	Null Reference Exception : Object Reference not set to an instance of object
Error Explanation	The line which directed me when clicked on the error need to be referenced in the ObstacleWave.Start()
Error Correction	I rearranged the script in Start() and made the get waypointlist in wave config an instance object.
Error Correction Screenshot	