
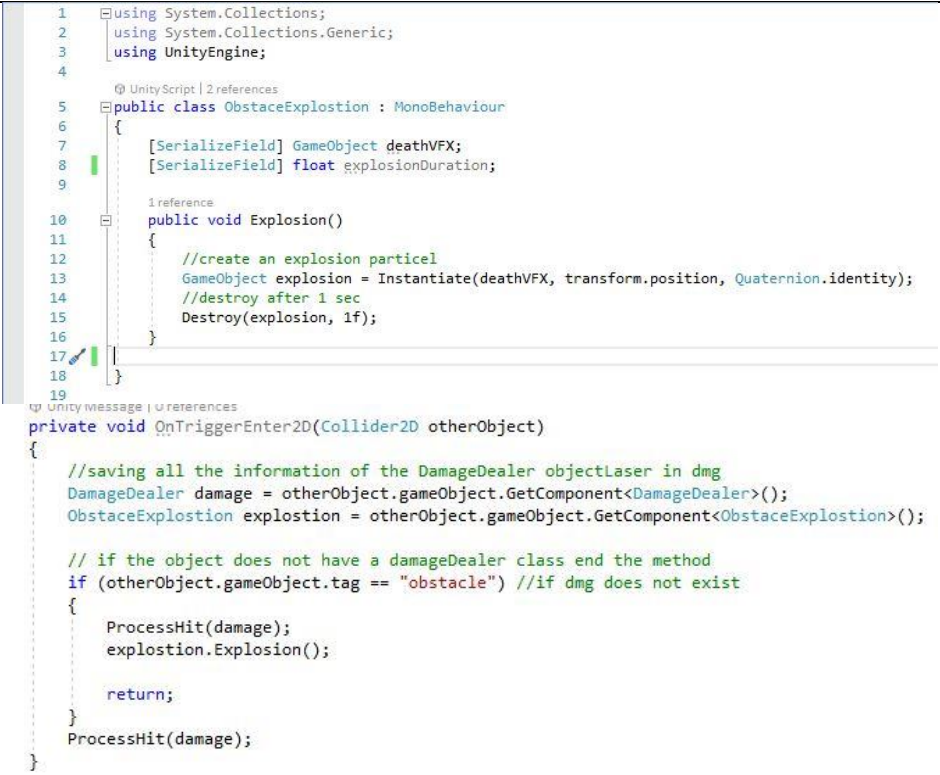


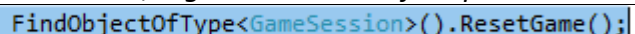
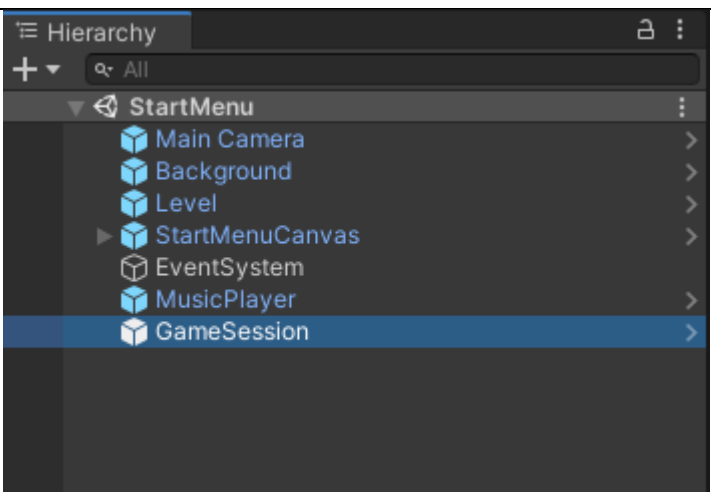
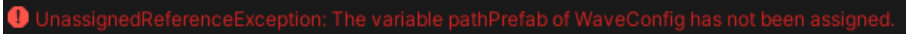




Test Case 1	 [11:24:54] UnassignedReferenceException: The variable deathVFX of DamageDealer has not been assigned. You probably need to assign the deathVFX variable of the DamageDealer script in the inspector.
Line Error	
Error Explanation	The Variable deathVFX of DamageDealer has not been assigned to the laser prefab.
Error Correction	<p>Created a new script named 'ObstacleExplosion' and inserted the Explosion Particles .It was removed from the DamageDealer class. Changed layout of Player.cs on trigger method. So when an obstacle with a Tag 'obstacle' is touched by place, the obstacle is destroyed and the Explosion particles are shown. The Script Named 'ObstacleExplosion' is placed in the obstacles prefabs.</p>
Error Correction ScreenShot	 <pre> 1 using System.Collections; 2 using System.Collections.Generic; 3 using UnityEngine; 4 5 @ UnityScript 2 references 6 public class ObstacleExplosion : MonoBehaviour 7 { 8 [SerializeField] GameObject deathVFX; 9 [SerializeField] float explosionDuration; 10 11 1 reference 12 public void Explosion() 13 { 14 //create an explosion particle 15 GameObject explosion = Instantiate(deathVFX, transform.position, Quaternion.identity); 16 //destroy after 1 sec 17 Destroy(explosion, 1f); 18 } 19 20 @ Unity Message 0 references 21 private void OnTriggerEnter2D(Collider2D otherObject) 22 { 23 //saving all the information of the DamageDealer objectLaser in dmg 24 DamageDealer damage = otherObject.gameObject.GetComponent<DamageDealer>(); 25 ObstacleExplosion explosion = otherObject.gameObject.GetComponent<ObstacleExplosion>(); 26 27 // if the object does not have a damageDealer class end the method 28 if (otherObject.gameObject.tag == "obstacle") //if dmg does not exist 29 { 30 ProcessHit(damage); 31 explosion.Explosion(); 32 33 return; 34 } 35 ProcessHit(damage); 36 } </pre>

Test Case 2	 <i>When this error is double-clicked, it goes to Line 20 of script Level.cs.</i>
Line Error	 20  <i>FindObjectOfType<GameSession>().ResetGame();</i>
Error Explanation	The Game could not find the GameSession within the scene.
Error Correction	GameSession prefab was moved into the hierarchy.
Error Correction ScreenShot	

Test Case 3	 <p>When this error is double-clicked, it goes to Line 43 of script WaveConfig.cs.</p>	
Line Error	 <p>foreach(Transform child in pathPrefab.transform)</p>	
Error Explanation	The Path Prefab in a WaveConfig instance has not been assigned	
Error Correction	Assigned a Path Prefab to Wave 02, as it was the instance without a path prefab.	
Error Correction ScreenShot		

Test Case 4	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 5	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 6	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 7	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 8	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 9	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 10	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 11	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 12	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 13	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 14	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	

Test Case 15	
Line Error	
Error Explanation	
Error Correction	
Error Correction ScreenShot	