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| Test Case 1 | MissingReferenceException: The variable pathPrefab of WC doesn't exist anymore.  You probably need to reassign the pathPrefab variable of the 'WC' script in the inspector. |
| Line Error | WC.GetWaypoints () (at Assets/Scripts/WC.cs:57)  ObstaclePathing.Start () (at Assets/Scripts/ObstaclePathing.cs:13) |
| Error Explanation | Assets were missing in the script that needed to show the path of the obstacle |
| Error Correction | Error Correction was sorted by adding the Assets that were missing to get the waypoint and the path. |
| Error Correction Screen Shot |  |

**Task 3: Review, Build and Deploy the Game (Deadline Date: 20 January 2021)**

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| Test Case 2 | Assets\Scripts\GameSession.cs(15,68): error CS1061: 'GameSession' does not contain a definition for 'Lenght' and no accessible extension method 'Lenght' accepting a first argument of type 'GameSession' could be found (are you missing a using directive or an assembly reference?) |
| Line Error | 'GameSession' does not contain a definition for 'Lenght' and no accessible extension method 'Lenght' accepting a first argument of type 'GameSession' could be found |
| Error Explanation | The extension length wasn’t found when the game session was loaded |
| Error Correction | I removed that line because I didn’t need to use it for my game and used another code instead. |
| Error Correction Screen Shot |  |

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| Test Case 3 | Assets\Scripts\EnemuSpawner.cs(7,31): warning CS0649: Field 'EnemuSpawner.waveConfigScript' is never assigned to, and will always have its default value null |
| Line Error | 'EnemuSpawner.waveConfigScript' is never assigned to, and will always have its default value null |
| Error Explanation | In the script that was created there was a problem when coming to add the waves |
| Error Correction | The waves where created so that the and changed the line of code. |
| Error Correction Screen Shot |  |

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| Test Case 4 |  |
| Line Error | var newEnemy = /Instantiate( |
| Error Explanation | There was spelling mistake in the Instantiate with he line |
| Error Correction | I removed the error which was the slash |
| Error Correction Screen Shot |  |

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| Test Case 5 |  |
| Line Error | yield return StartCoroutine(SpawnAllEnemiesInWave(CurrentWave)); |
| Error Explanation | The CurrentWave was wrong when trying to fetch the enemy to spawn |
| Error Correction | I looked through the code and found that currentwave was written with a capital c instead of a small one. |
| Error Correction Screen Shot |  |

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| Test Case 6 |  |
| Line Error | gameSession = FindObjectOfType<GameSession>(); |
| Error Explanation | When trying to find the game session there wasn’t a class for it |
| Error Correction | I added the class for it and it found the gamesession. |
| Error Correction Screen Shot |  |

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| Test Case 7 | Couldn’t build andriod game |
| Line Error |  |
| Error Explanation | Could build the android part |
| Error Correction | No solution |
| Error Correction Screen Shot |  |