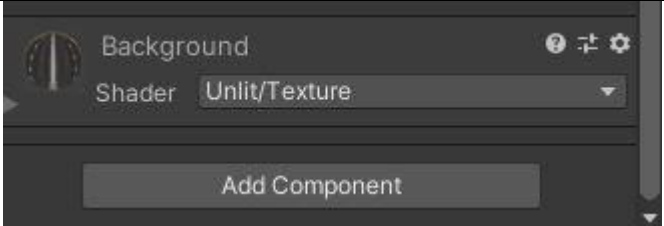| Test Case 1	
	UnassignedReferenceException: The variable deathVFX of Enemy has not been assigned.
Line Error	Inspector error
Error Explanation	Forgot to add the particles to one of the enemies
Error Correction	*Added the particles to the enemy prefab*
Error Correction ScreenShot	Min Time Between SI 0.2 / Max Time Between S 0.1 / Enemy Laser Prefab EnemyLaser / Enemy Laser Speed 10 / Death VFX Explosion Particles / Enemy Death Sound Crush / Enemy Death Sound ' 0.75
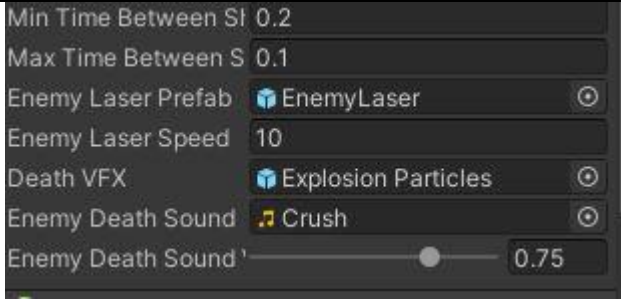
Test Case 2	
Line Error	16
Error Explanation	The score was not resetting so it was keeping previous scores and adding on top of ea other
Error Correction	*Added the GameSession reset method to loadgame*
Error Correction ScreenShot	

```
 9          {
10              SceneManager.LoadScene(0);
11          }
12
13  ⊟      public void LoadGame()
14          {
15              SceneManager.LoadScene("RacingGame");
16              FindObjectOfType<GameSession>().ResetGame();|
17          }
18
```
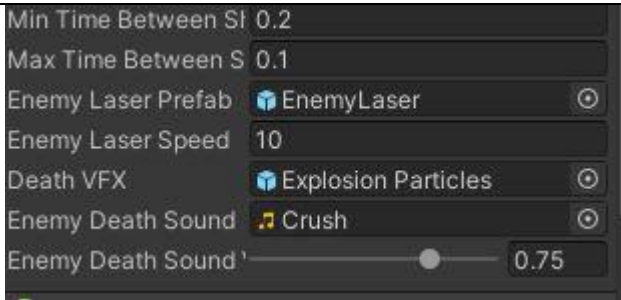
Test Case 3	
Line Error	
Error Explanation	Since there were to types of enemies those who shoot the non shooting ones
Error Correction	*Had to create two different scripts*
Error Correction ScreenShot	

Test Case 4	
Line Error	
Error Explanation	Did not add material to the scrolling background so I could not change the shader
Error Correction	*Added material to the Quad*
Error Correction ScreenShot	

Test Case 5	
Line Error	
Error Explanation	When the lesser collided was adding points to the score
Error Correction	I created if statement to it so if it's a not a lesser add the points
Error Correction ScreenShot	

```
private void OnTriggerEnter2D(Collider2D collision)
{

    Destroy(collision.gameObject);

    if (collision.gameObject.tag == "Respawn")
    {
        FindObjectOfType<GameSession>().AddToScore(0);
    }
    else
    {
        FindObjectOfType<GameSession>().AddToScore(5);
    }
}
```

Test Case 6	
	ⓘ Assets\Script\Shredder.cs(10,46): error CS1061: 'Carplayer' does not contain a definition for 'Score' and no accessible extension method 'Score' accepting a first argument of type 'Carplayer' could be found (are you missin
Line Error	9
Error Explanation	Tried to access score from CarPlayer class with property but couldn't
Error Correction	So I created a method which will return just the score
Error Correction ScreenShot	

```
public class GameSession : MonoBehaviour
{
    private int score = 0;
    public int Score()
    {
        return score;
    }
}
```

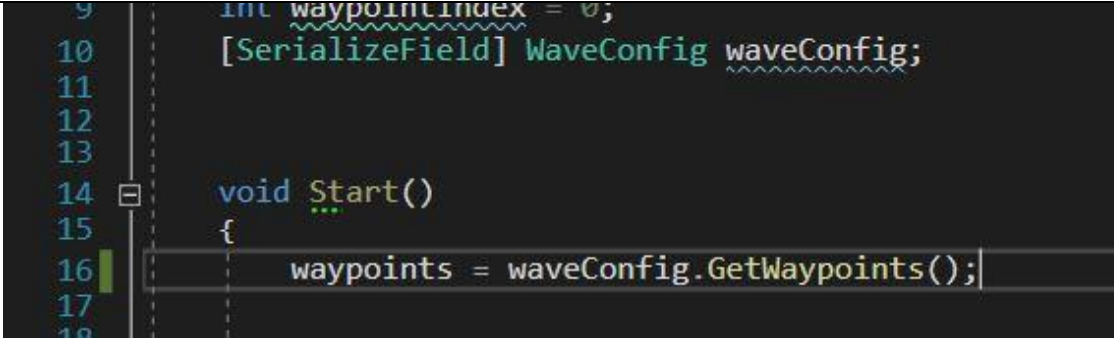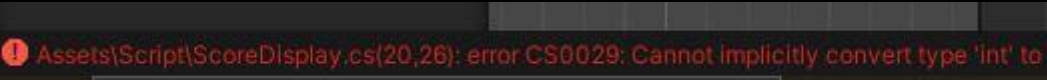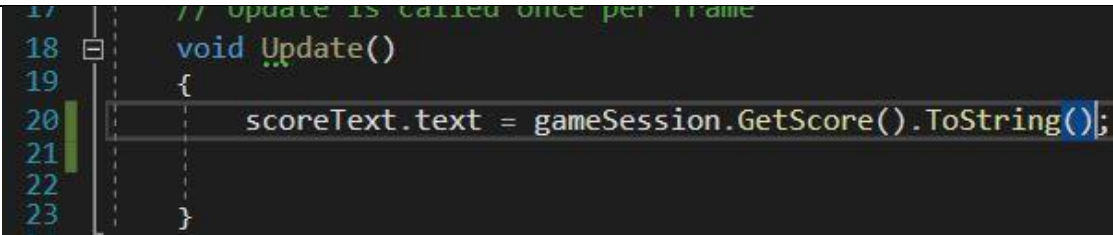| Test Case 7	
	UnassignedReferenceException: The variable enemyLaserPrefab of Enemy has not been assigned
Line Error	Inspector error
Error Explanation	Forgot to add LaserPrefap to the enemy
Error Correction	*Added the LaserPrefab to the enemy prefab*
Error Correction ScreenShot	Min Time Between Sh 0.2 Max Time Between S 0.1 Enemy Laser Prefab EnemyLaser Enemy Laser Speed 10 Death VFX Explosion Particles Enemy Death Sound Crush Enemy Death Sound ' ——●—— 0.75
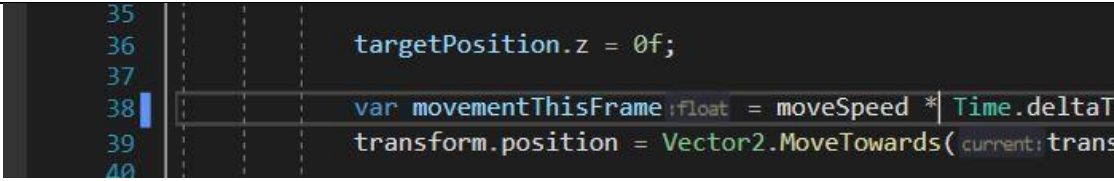
Test Case 8	
	UnassignedReferenceException: The variable EnemyDeathSound of Enemy has not been assigned.
Line Error	Inspector error
Error Explanation	Forgot to add the crush audio to one of the enemies
Error Correction	*Added the aaudio to the enemy prefab*
Error Correction ScreenShot	Min Time Between Sh 0.2 Max Time Between S 0.1 Enemy Laser Prefab EnemyLaser Enemy Laser Speed 10 Death VFX Explosion Particles Enemy Death Sound Crush Enemy Death Sound ' ——●—— 0.75

Test Case 9	
Line Error	16
Error Explanation	Forgot to add semicolon
Error Correction	*Added semicolon*
Error Correction ScreenShot	

Test Case 10	
Line Error	29
Error Explanation	Forgot to add gameObject
Error Correction	*Added gameObject to the DontDestroyOnLoad method*
Error Correction ScreenShot	

Test Case 11	Assets\Script\NonShootingEnemy.cs(34,17): error CS0839: Argument missing
Line Error	34
Error Explanation	Missing argument
Error Correction	*Added the argument*
Error Correction ScreenShot	

```
GameObject explosion = Instant

Destroy(explosion, t:1f);
if (!damageDealer)
{
    return;
}
```

Test Case 12	Assets\Script\ScoreDisplay.cs(20,26): error CS0029: Cannot implicitly convert type 'int' to
Line Error	20
Error Explanation	Was trying to put int type to in a string variable
Error Correction	Converted it to string
Error Correction ScreenShot	

```
17     // Update is called once per frame
18     void Update()
19     {
20         scoreText.text = gameSession.GetScore().ToString();
21
22
23     }
```

Test Case 13	Assets\Script\EnemyPathing.cs(38,48): error CS1002: ; expected
Line Error	38
Error Explanation	Forgot to add * between movespeed and Time.delta
Error Correction	*Added **
Error Correction ScreenShot	

```
35
36              targetPosition.z = 0f;
37
38    var movementThisFrame :float = moveSpeed * Time.deltaT
39    transform.position = Vector2.MoveTowards( current: trans
40
```

Test Case 14	Assets\Script\NonShootingEnemy.cs(35,14): error CS0103: The name 'damageDealerd' does not exist in the current
Line Error	35
Error Explanation	Had a extra letter
Error Correction	*Removed the extra letter*
Error Correction ScreenShot	

```
31        DamageDealer damageDealer = co
32        GameObject explosion = Instant:
33
34        Destroy(explosion, t:1f);
35   ⊟    if (!damageDealer)
36        {
37            return;
38        }
39
```