Graphical user interface, application, table

Description automatically generated



Table

Description automatically generated

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| Test Case 1 |  |
| Line Error | waypoints = waveConfig.GetWaypoints(); |
| Error Explanation | Value is still null. |
| Error Correction | Script was added as a component but not set. |
| Error Correction Screenshot |  |

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| Test Case 2 |  |
| Line Error |  |
| Error Explanation | Value is still null |
| Error Correction | When audio is inserted in enemy script from unity the error solved. |
| Error Correction Screenshot |  |

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| Test Case 3 |  |
| Line Error | Player Script |
| Error Explanation | LoadScene is null and need to be set |
| Error Correction | Level Object needs to be in hierarchy |
| Error Correction Screenshot |  |

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| Test Case 4 |  |
| Line Error | Enemy.cs Line 48, 38 |
| Error Explanation | EnemyLaser not set because it is not needed in this enemy |
| Error Correction | Created a bool Serialized field which indicates which enemies shoot or not and used it in the fire method |
| Error Correction Screenshot |  |

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| Test Case 5 |  |
| Line Error | deathVFX is not assigned |
| Error Explanation | explosionPartical was not set |
| Error Correction | Set the explosionPartical in the Inspector |
| Error Correction Screenshot |  |

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| Test Case 6 |  |
| Line Error | Cannot load GameOver scene |
| Error Explanation | It is not ser in the build settings |
| Error Correction | Add the scene in the build settings |
| Error Correction Screenshot |  |

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| Test Case 7 |  |
| Line Error | ScoreDisplay Line 22 |
| Error Explanation | Object is null |
| Error Correction | GameSession needs to be in the hierarchy |
| Error Correction Screenshot |  |

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| Test Case 8 |  |
| Line Error | ScoreDisplay Line 22 |
| Error Explanation | Object not found |
| Error Correction | TextMeshPro component needed to be changed with Text |
| Error Correction Screenshot |  |

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| Test Case 9 |  |
| Line Error | HealthDisplay Line 8 |
| Error Explanation | Did not write ; in line 8 |
| Error Correction | Write ; in line 8 |
| Error Correction Screenshot |  |

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| Test Case 10 |  |
| Line Error | Player.cs Line 110 |
| Error Explanation | Variable types are not the same |
| Error Correction | Changed the variable of line as same as the variable of line 110 |
| Error Correction Screenshot |  |

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| Test Case 11 |  |
| Line Error | HealthDisplay.cs Line 7 |
| Error Explanation | Namespace name Text was not found |
| Error Correction | Added UnityEngine.UI library |
| Error Correction Screenshot |  |

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| Test Case 12 |  |
| Line Error | Enemy.cs Line 28, 46 |
| Error Explanation | Random library was not found |
| Error Correction | Added random librart as Random |
| Error Correction Screenshot |  |

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| Test Case 13 |  |
| Line Error | Level.cs Line 12, 18, 23, and 38 |
| Error Explanation | SceneManager is not found |
| Error Correction | Added SceneManger library |
| Error Correction Screenshot |  |

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| Test Case 14 |  |
| Line Error | GameSession.cs Line 34 and 36 |
| Error Explanation | Identifier expected in Line 34 |
| Error Correction | Added int before scoreValue |
| Error Correction Screenshot |  |