**Week 4 Challenge Error List**

1. CS1612 tranfrom.position not a variable

-Because we can’t directly change value of tranfrom.position.y as but instead have to use a Vector3(0,y,0) vector value.

2. NullRefernceExecption at line “GameObject bouncyObject = null;”

-Comment or delete the line

3. CS0103 Object does not exsist at line “GameObject bouncyObject = Instantiate(bouncyObjectPrefab);”

-the position and rotation arguments were not specified during instantiation.

- also not defined the “bouncyObject” game object

-also drag the prefab object to the inspector also

4. In the second set of code using bool there are no errors but to function properly, in the “if” condition, we have reset the y value to 1 when the upper limit is reached. Also, is condition should increment the value of y and else condition should decrement it