
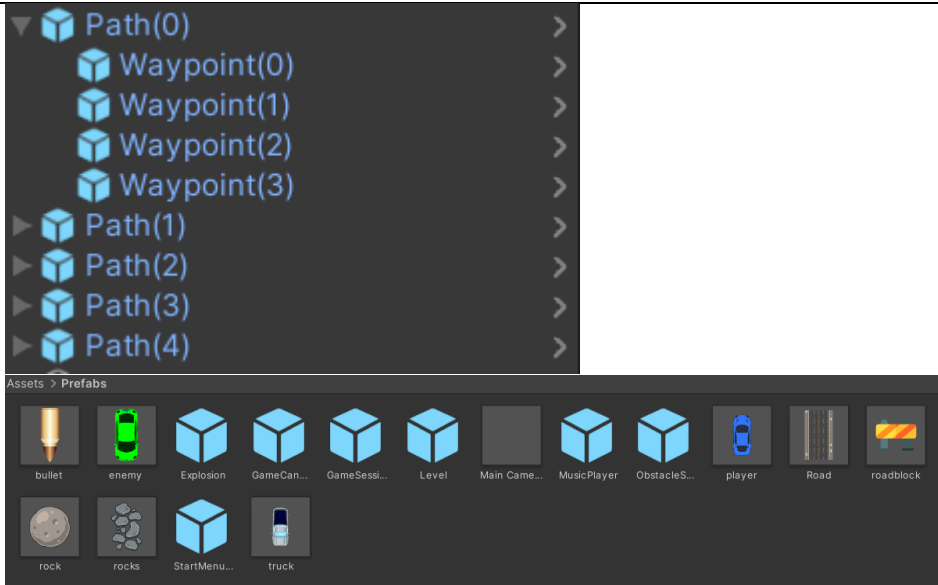

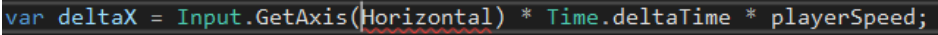
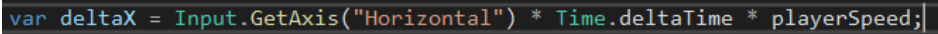

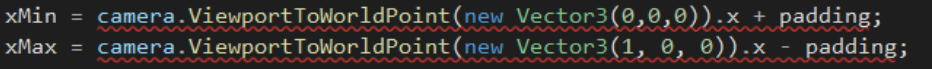
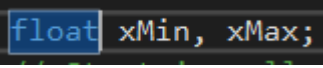

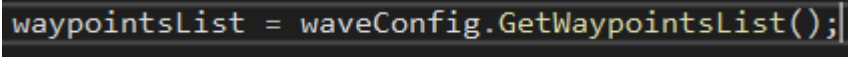

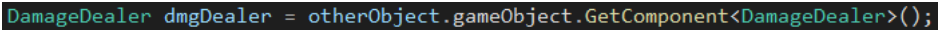



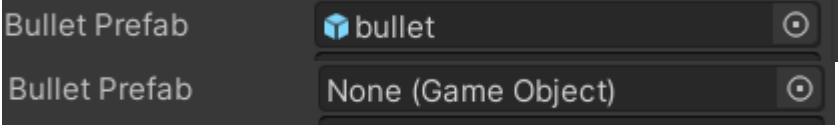
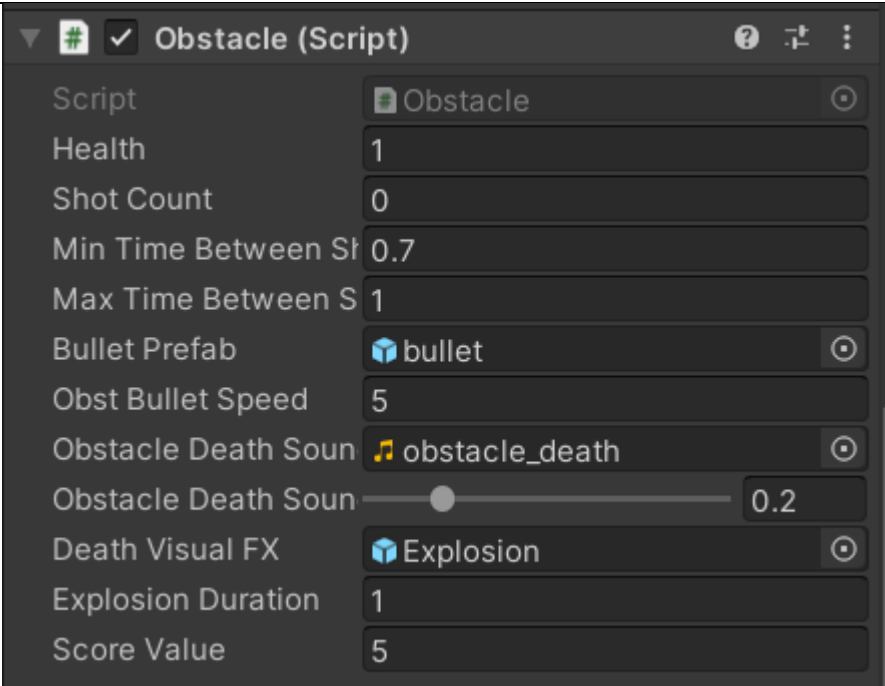
Test Case 1	 [00:11:10] ArgumentException: Index was out of range. Must be non-negative and less than the size of the collection. Parameter name: index
Line Error	<i>Came up in Unity when obstacle prefabs didn't move position according to their waypoints</i>
Error Explanation	When position of waypoints was modified, the respective obstacles' positions weren't changed.
Error Correction	<i>Waypoints in hierarchy were reset and obstacle prefabs were readded</i>
Error Correction ScreenShot	


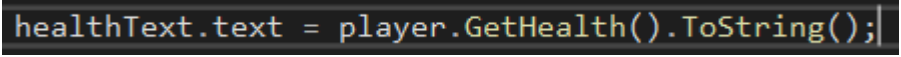
Test Case 2	
Line Error	
Error Explanation	GetAxis() expected parameter quotes to recognise it
Error Correction	Put Horizontal in quotes, so GetAxis() method recognised it
Error Correction ScreenShot	


Test Case 3	 [10:41:30] Assets\Scripts\Player.cs(28,16): error CS0266: Cannot implicitly convert type 'float' to 'int'. An explicit conversion exists (are you missing a cast?)
Line Error	 <pre>xMin = camera.ViewportToWorldPoint(new Vector3(0,0,0)).x + padding; xMax = camera.ViewportToWorldPoint(new Vector3(1, 0, 0)).x - padding;</pre>
Error Explanation	xMin and xMax are required as type float since they store player's position
Error Correction	Changed initialisation of xMin and xMax to float
Error Correction ScreenShot	 <pre>float xMin, xMax;</pre>

Test Case 4	 [12:33:55] NullReferenceException: Object reference not set to an instance of an object ObstaclePathing.Start () (at Assets/Scripts/ObstaclePathing.cs:16)
Line Error	<i>waypointsList = GetWaypointsList();</i>
Error Explanation	Could not find GetWaypointsList()
Error Correction	Specified script of GetWaypointsList()
Error Correction ScreenShot	

Test Case 5	 [16:19:28] Assets\Scripts\Player.cs(31,70): error CS0119: 'DamageDealer' is a type, which is not valid in the given context
Line Error	<i>DamageDealer dmgDealer = otherObject.gameObject.GetComponent<>(DamageDealer);</i>
Error Explanation	DamageDealer was inserted in brackets instead of the type parameters.
Error Correction	DamageDealer was inserted in the type parameters and brackets were left empty.
Error Correction ScreenShot	

Test Case 6	 [08:37:34] UnassignedReferenceException: The variable bulletPrefab of Obstacle has not been assigned. You probably need to assign the bulletPrefab variable of the Obstacle script in the inspector.
Line Error	
Error Explanation	<p><i>Since not all obstacles should fire a bullet, only the car and the truck were assigned the bullet prefab. Other obstacles' bullet prefab property in inspector was left None.</i></p>
Error Correction	<p>Obstacle script component was readded for each prefab</p>
Error Correction ScreenShot	

Test Case 7	 [16:07:42] Assets\Scripts\HealthDisplay.cs(21,27): error CS0029: Cannot implicitly convert type 'int' to 'string'
Line Error	<i>healthText.text = player.GetHealth();</i>
Error Explanation	GetHealth() returns a value of type integer
Error Correction	<i>healthText.text = player.GetHealth().ToString();</i>
Error Correction ScreenShot	

Test Case 8	 [16:15:30] Assets\Scripts\Player.cs(9,65): error CS0266: Cannot implicitly convert type 'double' to 'int'. An explicit conversion exists (are you missing a cast?)
Line Error	<code>[SerializeField] [Range(0, 1)] int playerDeathSoundVolume = 0.75;</code>
Error Explanation	Value set for sound contains a decimal, integer does not support values with decimals
Error Correction	Value was changed to float
Error Correction ScreenShot	<code>[SerializeField] [Range(0, 1)] float playerDeathSoundVolume = 0.75f;</code>

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	