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4.2B

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**Task 3:**

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| Test Case 1 |  |
| Line Error | if (health <= 0 && valueScore < 100) ; |
| Error Explanation | In the “Player” script there is an extra semicolon. |
| Error Correction | The extra semicolon at the end of the line was removed in order to complete the if statement. |
| Error Correction ScreenShot |  |

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| Test Case 2 |  |
| Line Error | -- a problem within the Inspector. -- |
| Error Explanation | The playerDeathSound needs to be added to the Player prefab, and into the “Player (Script)” component from the Inspector. |
| Error Correction | playerDeathSound was added to the Player prefab from the Inspector. |
| Error Correction ScreenShot |  |

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| Test Case 3 |  |
| Line Error | --Need to add a scene-- |
| Error Explanation | The “scene” could not be loaded because it has not been added to the build settings. |
| Error Correction | The “scene” scene was accidentally unticked from the Build Settings. |
| Error Correction ScreenShot |  |

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| Test Case 4 |  |
| Line Error | FindObjectOfType<GameSession>().ResetGame(); |
| Error Explanation | The game cannot find the GameSession in the Scene |
| Error Correction | GameSession prefab was moved in the Hierarchy |
| Error Correction ScreenShot |  |

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| Test Case 5 |  |
| Line Error | offSet = new Vector2(0f, backgroundScrollSpeed); |
| Error Explanation | There is no name “offset” in the BackgroundScroller.cs. |
| Error Correction | An “offset” was set and its type was Vector2. |
| Error Correction ScreenShot |  |

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| Test Case 6 |  |
| Line Error | SceneManager.LoadScene("scene1"); |
| Error Explanation | ‘scene1’ is not added in the build settings. |
| Error Correction | From the build settings everything was good, check the code and noticed a spelling mistake. Arranged ‘scene1’ to ‘scene’. |
| Error Correction ScreenShot |  |

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| Test Case 7 |  |
| Line Error | FindObjectOfType<GameSession>().AddToScore(ValueScore); |
| Error Explanation | There is no variable named ‘ValueScore’ in ShredderPoints.cs. |
| Error Correction | In the ShredderPoints.cs the ‘ValueScore’ was named differently, so therefore I named them the same. |
| Error Correction ScreenShot |  |

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| Test Case 8 |  |
| Line Error | scoreText = GetComponent<Text>(); |
| Error Explanation | There is no variable named ‘GetComponent’ in ScoreDisplay.cs. |
| Error Correction | The public class did not have ‘: MonoBehaviour’ attached to it, so therefore added it to the script. |
| Error Correction ScreenShot |  |

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| Test Case 9 |  |
| Line Error | gameSession = FindObjectOfType<GameSession>(); |
| Error Explanation | There is no variable named ‘FindObjectOfType’ in ScoreDisplay.cs. |
| Error Correction | The public class did not have ‘: MonoBehaviour’ attached to it, so therefore added it to the script. |
| Error Correction ScreenShot |  |

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| Test Case 10 |  |
| Line Error | Camera gameCamera = Camera; |
| Error Explanation | The type ‘Camera’ is not valid in this script |
| Error Correction | Arranged ‘Camera’ as ‘Camera.main;’ |
| Error Correction ScreenShot |  |

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| Test Case 11 |  |
| Line Error | AudioSource.PlayClipAtPoint(playerDeathSound, Camera.main.transform.position, playerDeathSoundVolume); |
| Error Explanation | Object reference is not set to an instance of playerDeathSound. |
| Error Correction | Had to add ‘[SerializeField] AudioClip playerDeathSound;’ at the top of the script. |
| Error Correction ScreenShot |  |

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| Test Case 12 |  |
| Line Error | var deltaX = Input.GetAxis("Horizontal") \* Time.deltaTime moveSpeed; |
| Error Explanation | The code is expecting a semicolon somewhere in the line. |
| Error Correction | Had to add an ‘\*’ between ‘deltaTime’ and ‘moveSpeed’ |
| Error Correction ScreenShot |  |

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| Test Case 13 |  |
| Line Error | Destroy(Object); |
| Error Explanation | Object is not valid in this script. |
| Error Correction | Had to be more specific and change ‘Object’ to ‘gameObject’ |
| Error Correction ScreenShot |  |

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| Test Case 14 |  |
| Line Error | N/A |
| Error Explanation | The sound for the Shredder was not set. |
| Error Correction | Added the sound to the shredder from the inspector. |
| Error Correction ScreenShot |  |