Task 3: Review, Build and Deploy the Game
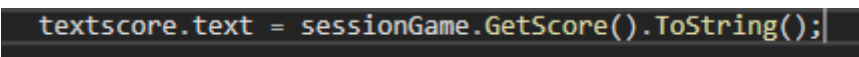
During Development you will encounter programming issues and gameplay problems. You are to document 14 **different** errors shown by the Console, the line error where you had the problems and a short explanation on how you solved the problem. Use the Game Test Document provided to document such information. Save the Game Test Document as a PDF and upload on GitHub.

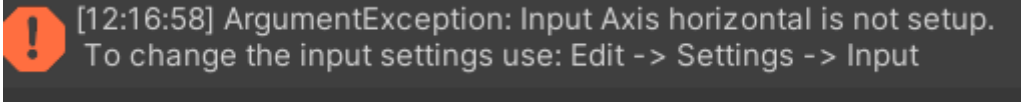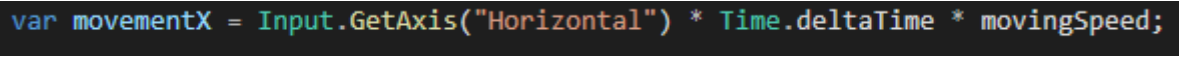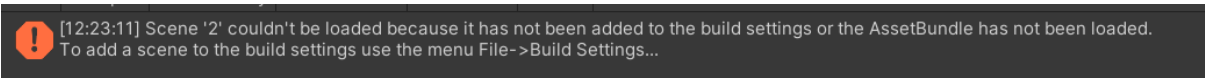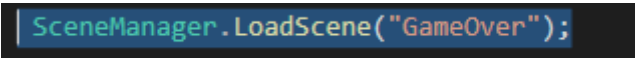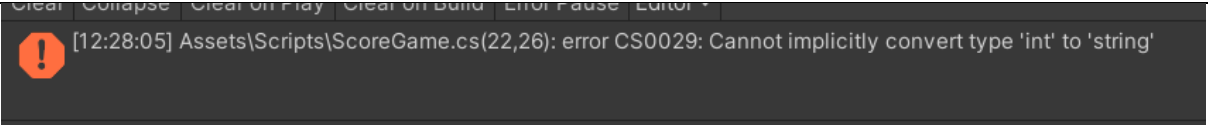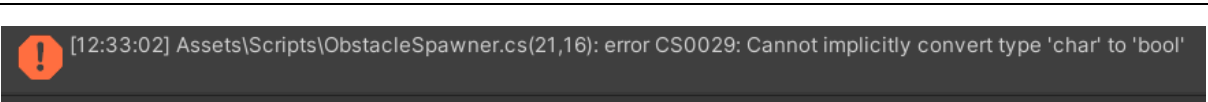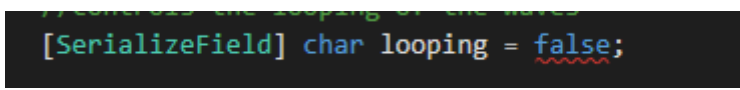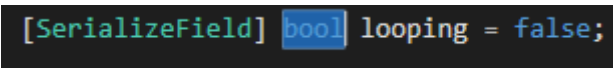|	
Test Case 1	[20:06:44] Assets\Scripts\Player.cs(80,9): error CS0103: The name 'health' does not exist in the current context
Line Error	health -= damageDeal.GetDamage();
Error Explanation	Health was not declared
Error correction	Health was declared
Error correction screenshot	[SerializeField] float health = 50f;
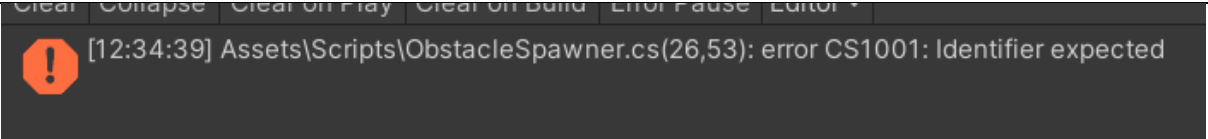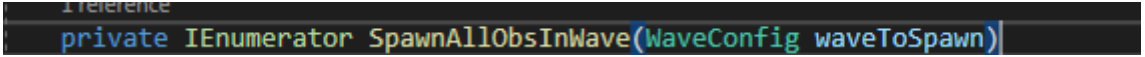
Test Case 2	[12:06:48] Assets\Scripts\Player.cs(134,35): error CS1061: 'GameSession' does not contain a definition for 'Getscore' and no accessible extension method 'Getscore' accepting a first argument of type 'GameSession' could be found (are you missing a using directive or an assembly reference?)
Line Error	int pointscore = gamesess.Getscore();
Error Explanation	Getscore Method does not exist in Game Session.
Error correction	Getscore should be GetScore
Error correction screenshot	int pointscore = gamesess.GetScore();
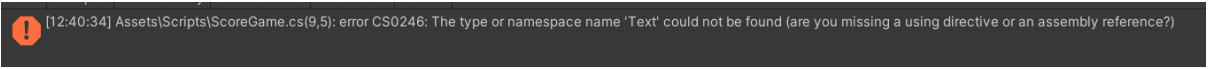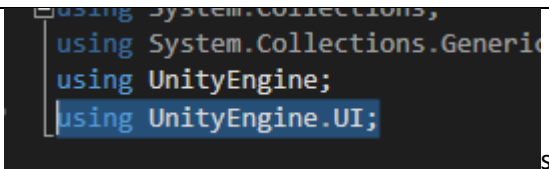
Test Case 3	[12:16:58] ArgumentException: Input Axis horizontal is not setup. To change the input settings use: Edit -> Settings -> Input
Line Error	`var movementX = Input.GetAxis("horizontal") * Time.deltaTime * movingSpeed;`
Error Explanation	One should either change the name from the Input settings so that it matches the one on script or vice versa. The name 'horizontal' does not exist in the input settings therefore it does not work.
Error correction	`var movementX = Input.GetAxis("Horizontal") * Time.deltaTime * movingSpeed;`
Error correction screenshot	
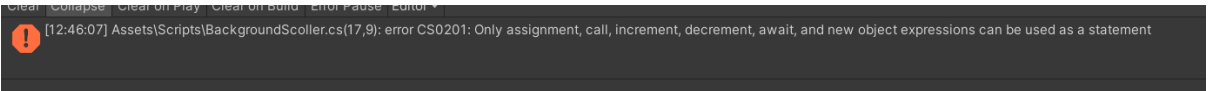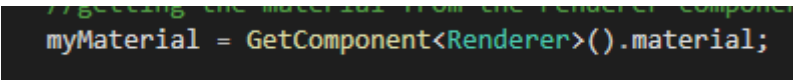
Test Case 4	[12:23:11] Scene '2' couldn't be loaded because it has not been added to the build settings or the AssetBundle has not been loaded. To add a scene to the build settings use the menu File->Build Settings...
Line Error	`SceneManager.LoadScene("2");`
Error Explanation	Scene 2 did not load as it was written as a string therefore the compiler could not load it as it is not a string.
Error correction	`SceneManager.LoadScene("GameOver");`
Error correction screenshot	
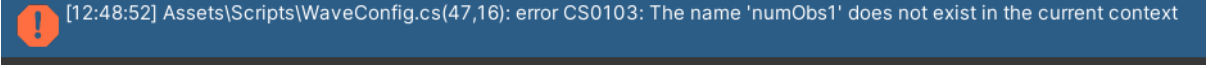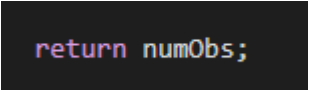
Test Case 5	Clear Collapse Clear on Play Clear on Build Error Pause Editor ⊘ [12:28:05] Assets\Scripts\ScoreGame.cs(22,26): error CS0029: Cannot implicitly convert type 'int' to 'string'
Line Error	textscore.text = sessionGame.GetScore();
Error Explanation	The text needs to be changed from int to string therefore '.ToString()' needs to be added.
Error correction	textscore.text = sessionGame.GetScore().ToString();
Error correction screenshot	`textscore.text = sessionGame.GetScore().ToString();`
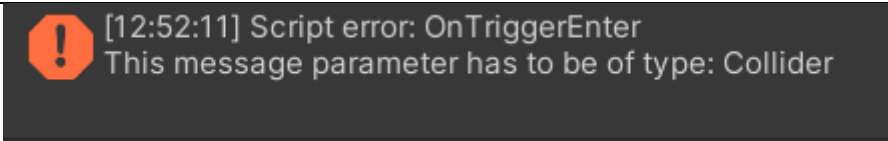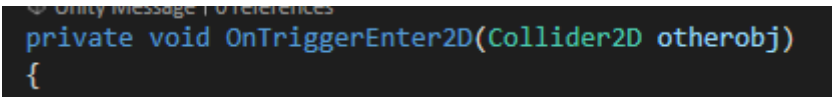
Test Case 6	⊘ [12:33:02] Assets\Scripts\ObstacleSpawner.cs(21,16): error CS0029: Cannot implicitly convert type 'char' to 'bool'
Line Error	`[SerializeField] char looping = false;`
Error Explanation	Data type used is incorrect, one should use bool not char.
Error correction	[SerializeField] bool looping = false;
Error correction screenshot	`[SerializeField] bool looping = false;`
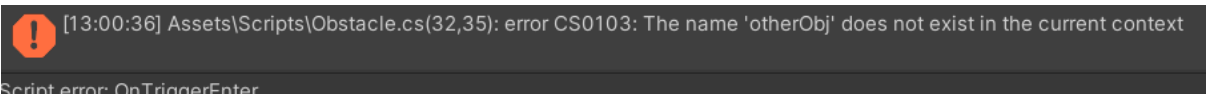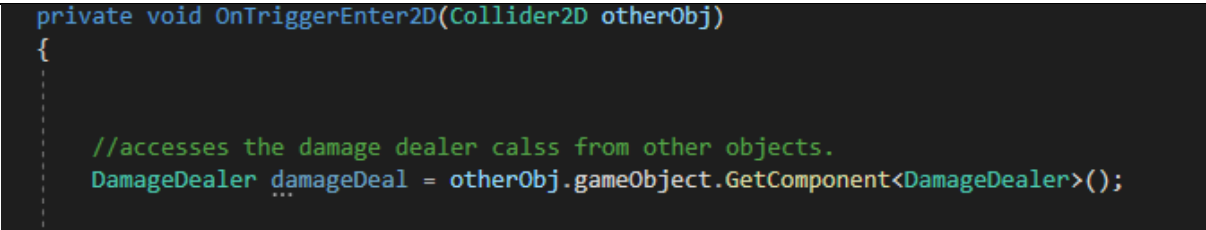
Test Case 7	Clear Collapse Clear on Play Clear on Build Error Pause Editor ▾ ❗ [12:34:39] Assets\Scripts\ObstacleSpawner.cs(26,53): error CS1001: Identifier expected
Line Error	private IEnumerator SpawnAllObsInWave(WaveConfig)
Error Explanation	waveToSpawn was not taken as a parameter
Error correction	private IEnumerator SpawnAllObsInWave(WaveConfig waveToSpawn)
Error correction screenshot	1 reference private IEnumerator SpawnAllObsInWave(WaveConfig waveToSpawn)
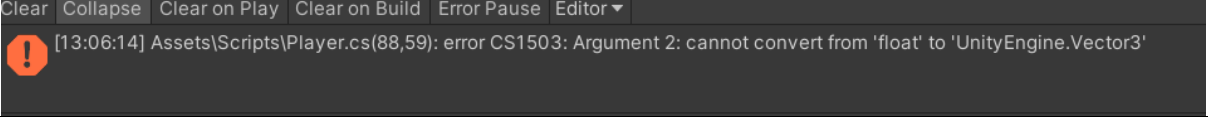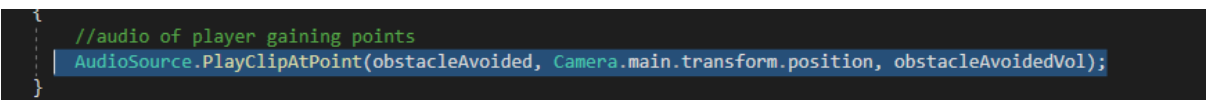
Test Case 8	❗ [12:40:34] Assets\Scripts\ScoreGame.cs(9,5): error CS0246: The type or namespace name 'Text' could not be found (are you missing a using directive or an assembly reference?)
Line Error	Text textscore;
Error Explanation	The collection 'using UnityEngine.UI;' was not imported.
Error correction	using UnityEngine.UI;
Error correction screenshot	using System.Collections; using System.Collections.Generic using UnityEngine; using UnityEngine.UI;

Test Case 9	Clear Collapse Clear on Play Clear on Build Error Pause Editor ⚠ [12:46:07] Assets\Scripts\BackgroundScoller.cs(17,9): error CS0201: Only assignment, call, increment, decrement, await, and new object expressions can be used as a statement
Line Error	GetComponent<Renderer>().material;
Error Explanation	The above is not a statement, one should assign a value before.
Error correction	myMaterial = GetComponent<Renderer>().material;
Error correction screenshot	//getting the material from the renderer componen myMaterial = GetComponent<Renderer>().material;

Test Case 10	⚠ [12:48:52] Assets\Scripts\WaveConfig.cs(47,16): error CS0103: The name 'numObs1' does not exist in the current context
Line Error	return numObs1;
Error Explanation	numObs1 was not declared as a variable in the beginning of the script.
Error correction	Return numObs;
Error correction screenshot	return numObs;

Test Case 11	![12:52:11] Script error: OnTriggerEnter This message parameter has to be of type: Collider
Line Error	private void OnTriggerEnter(Collider2D otherobj)
Error Explanation	Since the game created is 2D not 3D, while having the OnTriggerEnter one needs to specify that the OnTriggerEnter that needs to be used is 2D.
Error correction	private void OnTriggerEnter2D(Collider2D otherobj)
Error correction screenshot	Unity Message | 0 references private void OnTriggerEnter2D(Collider2D otherobj) {

Test Case 12	[13:00:36] Assets\Scripts\Obstacle.cs(32,35): error CS0103: The name 'otherObj' does not exist in the current context Script error: OnTriggerEnter

Line Error	private void OnTriggerEnter2D(Collider2D collision)
	    {
	
	        DamageDealer damageDeal = otherObj.gameObject.GetComponent<DamageDealer>();

Error Explanation	Parameters used were not the same, one should either write collision throughout the whole method
Error correction	

Error correction screenshot	private void OnTriggerEnter2D(Collider2D otherObj)
	    {
	
	        //accesses the damage dealer calss from other objects.
	        DamageDealer damageDeal = otherObj.gameObject.GetComponent<DamageDealer>();

Test Case 13	Clear Collapse Clear on Play Clear on Build Error Pause Editor ▼ ⚠ [13:06:14] Assets\Scripts\Player.cs(88,59): error CS1503: Argument 2: cannot convert from 'float' to 'UnityEngine.Vector3'
Line Error	AudioSource.PlayClipAtPoint(obstacleAvoided, obstacleAvoidedVol);
Error Explanation	Thee point where the audio should sound, should be specficied.
Error correction	AudioSource.PlayClipAtPoint(obstacleAvoided, Camera.main.transform.position, obstacleAvoidedVol);
Error correction screenshot	`//audio of player gaining points` `AudioSource.PlayClipAtPoint(obstacleAvoided, Camera.main.transform.position, obstacleAvoidedVol);`

Test Case 14	⚠ [14:00:55] Assets\Scripts\ScoreGame.cs(6,23): error CS1514: { expected

Line Error	public class ScoreGame
	{
	    //used to update the text in the UI
	    Text textscore;
	
	                        GameSession sessionGame;

Error Explanation	The ScoreGame script was described as a MonoBehaviour which therefore lead to errors that variables were not declared and there is missing curly brackets.

Error correction	public class ScoreGame: MonoBehaviour
	{
	    //used to update the text in the UI
	    Text textscore;
	
	                        GameSession sessionGame;

Error correction screenshot	`0 references`
	`public class ScoreGame : MonoBehaviour`
	`{`
	`    //used to update the text in the UI`
	`    Text textscore;`
	
	`    GameSession sessionGame;`