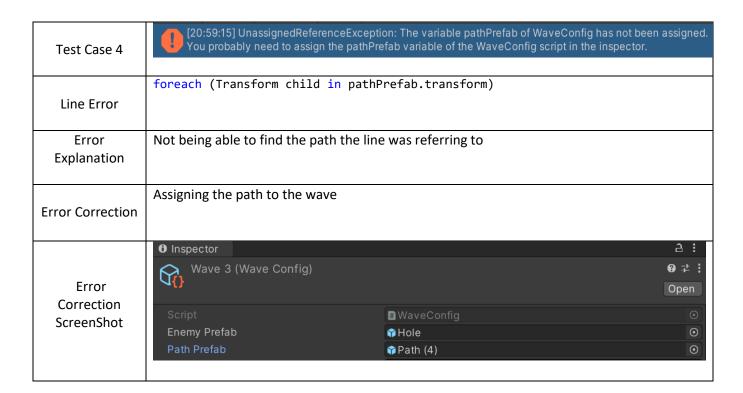# Task 3: Review, Build and Deploy the Game

Review – Testing

Test Case 1	[20:35:01] Assets\Scripts\Player.cs(31,16): error CS0103: The name 'gameCamera' does not exist in the
Line Error	`xMax = gameCamera.ViewportToWorldPoint(new Vector3(1, 0, 0)).x - padding;`
Error Explanation	Trying to set up the max movement on the x axis for the player, using viewportToWorldPoint, without declaring the gameCamera variable
Error Correction	Declaring the variable of Unity Camera

Error Correction ScreenShot	`Camera gameCamera = Camera.main;`
	`xMin = gameCamera.ViewportToWorldPoint(new Vector3(0, 0, 0)).x + padding;`
	`xMax = gameCamera.ViewportToWorldPoint(new Vector3(1, 0, 0)).x - padding;`

Test Case 2	[20:44:43] Assets\Scripts\Enemy.cs(80,46): error CS0103: The name 'Bullet' does not exist in the curre
Line Error	`GameObject enemyBullet = Instantiate(Bullet, transform.position, Quaternion.identity) as GameObject;`
Error Explanation	Trying to set up shooting for the two objects – enemies using the bullet prefab, when the prefab object didn't exist in the current context
Error Correction	Setting the bullet variable driven from unity
Error Correction ScreenShot	`[SerializeField] GameObject Bullet;`

Test Case 3	⚠ [20:51:24] Assets\Scripts\Player.cs(56,9): error CS0201: Only assignment, call, increment, decrement, await, and new object expressions can be used as a statement
Line Error	`health - dmgDealer.GetDamage();`
Error Explanation	Setting up player health and making it receive damage from the bullets shot
Error Correction	Adding "=" to the line, to make the player health variable subtract the damage
Error Correction ScreenShot	`health -= dmgDealer.GetDamage();`

Test Case 4	⚠ [20:59:15] UnassignedReferenceException: The variable pathPrefab of WaveConfig has not been assigned. You probably need to assign the pathPrefab variable of the WaveConfig script in the inspector.
Line Error	`foreach (Transform child in pathPrefab.transform)`
Error Explanation	Not being able to find the path the line was referring to
Error Correction	Assigning the path to the wave
Error Correction ScreenShot	**ⓘ Inspector** Wave 3 (Wave Config) — Open Script WaveConfig Enemy Prefab Hole Path Prefab Path (4)

Test Case 5	⚠ [21:14:47] Assets\Scripts\BackgroundScroller.cs(16,9): error CS0118: 'Material' is a type but is used like a variable
Line Error	`Material = GetComponent<Renderer>().material;`
Error Explanation	Using the material (road) as a background scroll animation, when it cannot be used like a variable to get the component
Error Correction	Setting the material as a variable
| Error Correction ScreenShot | ```csharp
Material myMaterial;
void Start()
{
    myMaterial = GetComponent<Renderer>().material;
    offSet = new Vector2(0f, backgroundScrollSpeed);
}
``` |

Test Case 6	⚠ [21:21:32] Assets\Scripts\Level.cs(12,9): error CS0127: Since 'Level.WaitAndLoad()' returns void, a return keyword must not be followed by an object expression
Line Error	`return new WaitForSeconds(delayInSeconds);`
Error Explanation	Trying to set up a return of the game over scene after a certain delay in seconds
Error Correction	Setting up an IEnumerator and yielding the return
| Error Correction ScreenShot | ```csharp
IEnumerator WaitAndLoad()
{
    yield return new WaitForSeconds(delayInSeconds);
    SceneManager.LoadScene("GameOver");
}
``` |

Test Case 7	⚠ [00:50:28] Assets\Scripts\DamageDealer.cs(7,35): error CS0266: Cannot implicitly convert type 'float' to 'int'. An explicit conversion exists (are you missing a cast?)
Line Error	`[SerializeField] int damage = 100f;`
Error Explanation	Setting up the variable as integer and trying to declare it as float
Error Correction	In this case, deleting the "f" and leaving the value to be integer
Error Correction ScreenShot	`[SerializeField] int damage = 100;`

Test Case 8	⚠ [16:30:37] Scene 'WinScene' 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("WinScene");`
Error Explanation	Trying to display the win scene when the player wins, when it hasn't been added to the scenes
Error Correction	Adding the scene in build settings
Error Correction ScreenShot	✔ Scenes/GameOver 2 ✔ Scenes/WinScene 3

Test Case 9	⚠ [16:42:49] Assets\Scripts\Player.cs(78,17): error CS0103: The name 'explosion' does not exist in the current context
Line Error	`Destroy(explosion, explosionDuration);`
Error Explanation	Calling the explosion in the die method without instantiating it
Error Correction	Instantiating the player explosion effect and setting its position
Error Correction ScreenShot	`GameObject explosion = Instantiate(deathVFX, transform.position, Quaternion.identity);`

Test Case 10	⚠ [18:42:37] Assets\Scripts\Shredder.cs(12,41): error CS7036: There is no argument given that corresponds to the required formal parameter 'scoreValue' of 'GameSession.AddToScore(int)'
Line Error	`FindObjectOfType<GameSession>().AddToScore();`
Error Explanation	Adding the score when no score value is being used in the code
Error Correction	Adding the scoreValue to the shredder by passing it as a parameter in AddToScore()
Error Correction ScreenShot	`FindObjectOfType<GameSession>().AddToScore(scoreValue);`

Test Case 11	⚠ [18:50:42] Assets\Scripts\ScoreDisplay.cs(7,5): 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 scoreText;`
Error Explanation	Getting the text from unity and setting its variable to be used in the script for displaying the score, when no text can be found
Error Correction	Adding "using UnityEngine.UI", since the text is a UI object
Error Correction ScreenShot	`using UnityEngine.UI;`

Test Case 12	⚠ [18:55:52] Assets\Scripts\HealthDisplay.cs(21,27): error CS0029: Cannot implicitly convert type 'int' to 'string'
Line Error	`healthText.text = player.GetHealth();`
Error Explanation	Text is a string, and the health value is an integer, unity cannot process to update the text to a number
Error Correction	Converting the health value to a string
Error Correction ScreenShot	`healthText.text = player.GetHealth().ToString();`

Test Case 13	⚠ [19:11:55] Assets\Scripts\Player.cs(79,9): error CS0103: The name 'LoadGameOver' does not exist in the current context
Line Error	`LoadGameOver();`
Error Explanation	Trying to load the game over scene from the die method in player – the player script doesn't have a load game over method
Error Correction	Passing the method from the kevel script where the method is being managed to load the game over
Error Correction ScreenShot	`FindObjectOfType<Level>().LoadGameOver();`

Test Case 14	⚠ [19:14:53] UnassignedReferenceException: The variable bullet of Enemy has not been assigned. You probably need to assign the bullet variable of the Enemy script in the inspector.
Line Error	`Bullet: None(Game Object)`
Error Explanation	The enemy was trying to shoot like given in the code, but unity couldn't find the variable in vs/object in unity set to the enemy to deal damage
Error Correction	Assigning the object to the enemy player
Error Correction ScreenShot	Bullet 🎁 bullet ⊙