Task 3

Test Cases

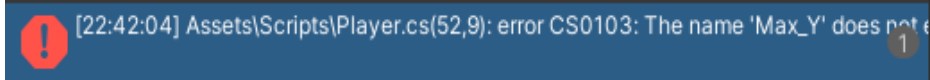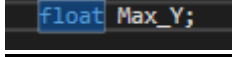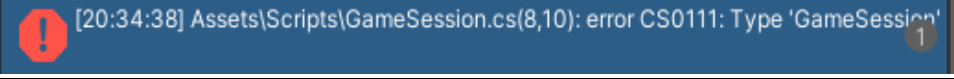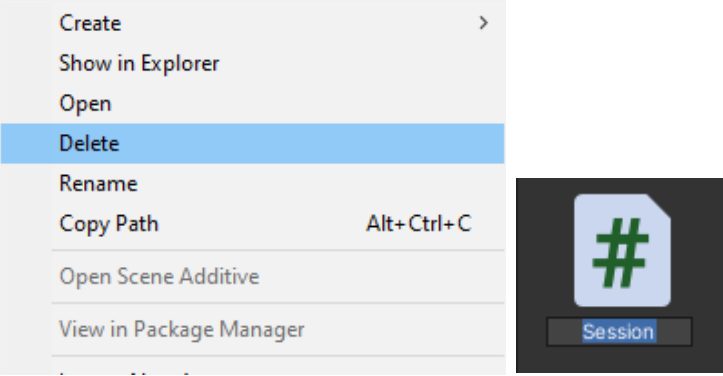| Test Case 1	[13:31:40] UnassignedReferenceException: The variable obstableBulletPrefab of Obstacle has not been assigned. You probably need to assign the obstableBulletPrefab variable of the Obstacle script in the inspector.
Line Error	Couldn't be identified.
Error Explanation	Find the variable named 'obstacleBulletPrefab' and assign it to something.
Error Correction	Not solved.
Error Correction Screenshot	Not solved.

Test Case 2	[20:04:43] ReleaseAllScriptCaches did not release all script caches!
Line Error	Initial loading error
Error Explanation	It is a unity bug
Error Correction	Reimported all assets
Error Correction Screenshot	Select Dependencies Refresh Ctrl+R Reimport Reimport All Extract From Prefab Run API Updater... Update UXML Schema

Test Case 3	[22:36:15] Assets\Scripts\Player.cs(51,9): error CS0103: The name 'Min_Y' does not ex Assets\Scripts\Player.cs(51,9): error CS0103: The name 'Min_Y' does not exist in the current context
Line Error	`Min_Y = gameCamera.ViewportToWorldPoint(new Vector3(0, 0, 0)).y + padding;`

Error Explanation	The variable Min_Y was not yet created.
Error Correction	Created a float variable of the same name.
Error Correction Screenshot	
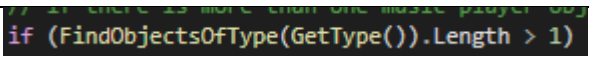
Test Case 4	[22:42:04] Assets\Scripts\Player.cs(52,9): error CS0103: The name 'Max_Y' does not e
Line Error	`Max_Y = gameCamera.ViewportToWorldPoint(new Vector3(0, 1, 0)).y - padding;`
Error Explanation	The variable Max_Y was not created beforehand.
Error Correction	Created a float variable named Max_Y.
Error Correction Screenshot	

Test Case 5	[20:34:38] Assets\Scripts\GameSession.cs(8,10): error CS0111: Type 'GameSession'
Line Error	Assets\Scripts\GameSession.cs(8,10): error CS0111: Type 'GameSession' already defines a member called 'Start' with the same parameter types
Error Explanation	There already exists a script with the same name.
Error Correction	Renamed the Script and deleted the unneeded script.
Error Correction Screenshot	

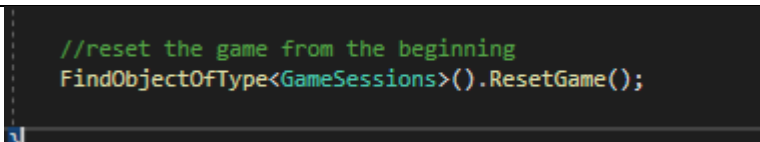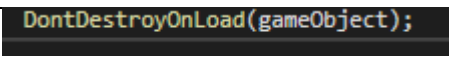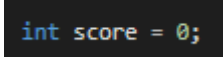| Test Case 6	[21:32:57] NullReferenceException: Object reference not set to an instance of an object ScoreDisplay.Update () (at Assets/Scripts/ScoreDisplay.cs:21) 473
Line Error	`scoreText.text = gameSession.GetScore().ToString();`
Error Explanation	The text is not being set to the variable score.
Error Correction	Not solved.
Error Correction Screenshot	Not solved.

Test Case 7	[21:32:52] NullReferenceException: Object reference not set to an instance of an object Level.LoadGame () (at Assets/Scripts/Level.cs:34) 1
Line Error	`FindObjectOfType<GameSession>().ResetGame();`
Error Explanation	GameSession wasn't what was needed to invoke. GameSessions was.
Error Correction	`FindObjectOfType<GameSessions>().ResetGame();`
Error Correction Screenshot	`//reset the game from the beginning` `FindObjectOfType<GameSessions>().ResetGame();`

Test Case 8	Assets\Scripts\MusicPlay.cs(23,13): error CS0103: The name 'DontDestroyOnLoadss' does not exist in the current context
Line Error	DontDestroyOnLoadss(gameObject);
Error Explanation	DontDestroyOnLoadss does not exist, it was a typo.
Error Correction	Removed the 2 's' in the method name.
Error Correction Screenshot	`DontDestroyOnLoad(gameObject);`

Test Case 9	[09:35:48] Assets\Scripts\MusicPlay.cs(16,13): error CS0029: Cannot implicitly convert type 'int' to 'bool'
Line Error	if (FindObjectsOfType(GetType()).Length)
Error Explanation	Forgot to have a condition
Error Correction	Since the statement is to make sure there is only one music object in the game, I included the '>' operator and the condition >1.
Error Correction Screenshot	if (FindObjectsOfType(GetType()).Length > 1)

Test Case 10	[09:59:00] Assets\Scripts\DamageDealer.cs(14,16): error CS0103: The name 'damageAmount1' does not exist in the current context
Line Error	return damageAmount1;
Error Explanation	The variable does not exist.
Error Correction	Intialised the variable.
Error Correction Screenshot	int damageAmount1 = 1;

Test Case 11	[10:06:10] Assets\Scripts\GameSessions.cs(37,9): error CS0103: The name 'score' does not exist in the current context
Line Error	return score; score += scoreVal;
Error Explanation	The variable score wasn't initialised.
Error Correction	Set up a variable called score.
Error Correction Screenshot	int score = 0;

Test Case 12	[10:10:06] Assets\Scripts\ObstacleDestroyer.cs(9,38): error CS1002: ; expected
Line Error	Destroy(collision.gameObject)
Error Explanation	Forgot the ; at the end of the code.
Error Correction	Put a semi-colon at the end of the code.
Error Correction Screenshot	`Destroy(collision.gameObject);`

Test Case 13	[10:12:53] Assets\Scripts\Player.cs(71,29): error CS0246: The type or namespace name 'DamageDeal' could not be found
Line Error	private void ProcessHit(DamageDeal damageDealer)
Error Explanation	DamageDeal doesn't exist.
Error Correction	The class name was DamageDealer not DamageDeal, so I updated the name accordingly.
Error Correction Screenshot	`private void ProcessHit(DamageDealer damageDealer)`

Test Case 14	[10:17:05] Assets\Scripts\WaveConfig.cs(35,34): error CS8124: Tuple must contain at least two elements.
Line Error	public List Transform GetWaypoints();
Error Explanation	The list GetWayPoints() is not working.
Error Correction	Put the <> in between Transform
Error Correction Screenshot	`public List<Transform> GetWaypoints()`