**Task 3**

*Test Cases*

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| Test Case 1 |  |
| 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. |

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| Test Case 2 |  |
| Line Error | Initial loading error |
| Error Explanation | It is a unity bug |
| Error Correction | Reimported all assets |
| Error Correction Screenshot |  |

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| Test Case 3 |  |
| 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 |  |

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| Test Case 4 |  |
| 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 |  |

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| Test Case 5 |  |
| 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 |  |

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| Test Case 6 |  |
| 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. |

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| Test Case 7 |  |
| 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 |  |

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| Test Case 8 |  |
| 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 |  |

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| Test Case 9 |  |
| 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 |  |

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| Test Case 10 |  |
| Line Error | return damageAmount1; |
| Error Explanation | The variable does not exist. |
| Error Correction | Intialised the variable. |
| Error Correction Screenshot |  |

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| Test Case 11 |  |
| 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 |  |

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| Test Case 12 |  |
| 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 |  |

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| Test Case 13 |  |
| 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 |  |

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| Test Case 14 |  |
| Line Error | public List Transform GetWaypoints(); |
| Error Explanation | The list GetWayPoints() is not working. |
| Error Correction | Put the <> in between Transform |
| Error Correction Screenshot |  |