**Task 3 A**

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| Test Case 1 |  |
| Line Error | [SerializeField] playerdamagesound; |
| Error Explanation | For the variable to be called by the audio source its needs to be set as Audio Clip |
| Error Correction | Added AudioClip [SerializeField] AudioClip playerdamagesound; |
| Error Correction Screenshot |  |

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| Test Case 2 |  |
| Line Error | public string scoreText; |
| Error Explanation | Unity Engine.Ui Only accepts Text as a variable imitation and not string when updating the score in the game screen |
| Error Correction | String was changed to Text public Text scoreText; |
| Error Correction Screenshot |  |

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| Test Case 3 |  |
| Line Error | public class WaveConfig : MonoBehaviour |
| Error Explanation | All the wave configurations are from the waveConfg script meaning they need to be Scriptable objects to control the Waves |
| Error Correction | public class WaveConfig : ScriptableObject |
| Error Correction Screenshot |  |

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| Test Case 4 |  |
| Line Error |  |
| Error Explanation | The class needs to be called to access the method. |
| Error Correction | level.LoadWinner(); |
| Error Correction Screenshot |  |

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| Test Case 5 |  |
| Line Error |  |
| Error Explanation | It is unable to convert float into a int and return it. |
| Error Correction | Changed the instantiate of the variable from float into a int. |
| Error Correction Screenshot |  |

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| Test Case 6 |  |
| Line Error | XMin = gameCamera.ViewportToWorldPoint(new Vector3(0, 0, 0)) + padding;  XMax = gameCamera.ViewportToWorldPoint(new Vector3(1, 0, 0))………………. - padding; |
| Error Explanation | .x is required to access the X field to move the car left and right with vector 3 |
| Error Correction | XMin = gameCamera.ViewportToWorldPoint(new Vector3(0, 0, 0)).x + padding;  XMax = gameCamera.ViewportToWorldPoint(new Vector3(1, 0, 0)).x - padding; |
| Error Correction Screenshot |  |

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| Test Case 7 |  |
| Line Error | if (transform.position = targetPosition) |
| Error Explanation | When the objects move between waypoints their position needs to be equal to the target position of the next waypoint. When the position becomes equal to the target position meaning the object has reached the next waypoint it will up the index making it go to the next one  Equal too is == not = |
| Error Correction | if (transform.position == targetPosition) |
| Error Correction Screenshot |  |

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| Test Case 8 |  |
| Line Error | private static void ViewPortToWorldPoint() |
| Error Explanation | Static methods doesn’t allow the changing of coordinates within the method that moves the car. |
| Error Correction | private void ViewPortToWorldPoint() |
| Error Correction Screenshot |  |

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| Test Case 9 |  |
| Line Error | var waveWayPoints = new List(); |
| Error Explanation |  |
| Error Correction | var waveWayPoints = new List<Transform>(); |
| Error Correction Screenshot |  |

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| Test Case 10 |  |
| Line Error | if (shotCounter <= 0f |
| Error Explanation | ) is missing as the if statement needs to be closed |
| Error Correction | if (shotCounter <= 0f) |
| Error Correction Screenshot |  |

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| Test Case 11 |  |
| Line Error |  |
| Error Explanation | Private doesn’t allow any other classes to call the method. |
| Error Correction | public int GetDamage() |
| Error Correction Screenshot |  |

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| Test Case 12 |  |
| Line Error | int startingWave = 0 |
| Error Explanation | When finishing a line of code always ; is needed |
| Error Correction | int startingWave = 0; |
| Error Correction Screenshot |  |

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| Test Case 13 |  |
| Line Error | do  {  yield return StartCoroutine(SpawnAllWaves());  } |
| Error Explanation | While is missing in the do while loop |
| Error Correction | do  {  yield return StartCoroutine(SpawnAllWaves());  }  while (looping); |
| Error Correction Screenshot |  |

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| Test Case 14 |  |
| Line Error | DamageDealer damageDealer = Other.gameObject.GetComponent<DamageDealer>(); |
| Error Explanation | The Parameter other is not be used correctly due an Uppercase Letter |
| Error Correction | DamageDealer damageDealer = other.gameObject.GetComponent<DamageDealer>(); |
| Error Correction Screenshot |  |