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| Test Case 1 |  |
| Line Error | [SerializeField] int minTimeBetweenShots = 0.2f; |
| Error Explanatio n | The value is of type float while the variable is of type int. Cannot store a float value in an int variable |
| Error  Correction | Changed int to float. |
| Error  Correction  Screen  Shot |  |

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| Test Case 2 |  |
| Line Error | shotCounter = Random.Ra(minTimeBetweenShots, maxTimeBetweenShots); |
| Error Explanatio n | Random.Ra does not exist |
| Error  Correction | Changed to “Random.Range” |
| Error  Correction  Screen  Shot |  |

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| Test Case 3 |  |
| Line Error | GameObject enemyLaser = Instantiate(, transform.position, Quaternion.identity) as GameObject; |
| Error Explanatio n | There is no prefab to instantiate |
| Error  Correction | enemyBulletPrefab was added as the prefab |
| Error  Correction  Screen  Shot |  |

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| Test Case 4 |  |
| Line Error |  |
| Error  Explanation | SceneManager Unity Engine is not listed in the class to be used. |
| Error  Correction | Added Scenemanager Unity Engine |
| Error  Correction  Screen Shot |  |

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| Test Case 5 |  |
| Line Error | xMax = gameCamera.ViewportToWorldPoint(new Vector3(1, , 0)).x - padding; |
| Error  Explanation | There is an argument missing in Vector 3 |
| Error  Correction | Added 0 before the comma. |
| Error  Correction  Screen Shot |  |

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| Test Case 6 |  |
| Line Error | [CreateAssenu(menuName = "Car Wave Config")] |
| Error Explanatio n | Invalid spelling for the create asset menu function. |
| Error  Correction | Arranged to [CreateAssetMenu… |
| Error  Correction  Screen  Shot |  |

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| Test Case 7 |  |
| Line Error | Destroy(GameObject.gameobject); |
| Error Explanatio n | This line is redundant and will not work as there is no “gameobject” defined in the GameObject. |
| Error  Correction | GameObject.gameobject was replaced with gameObject which is the proper definition for the component attached to the game object. |
| Error  Correction  Screen  Shot |  |

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| Test Case 8 |  |
| Line Error | if (numberGameSessions += 1) |
| Error  Explanation | Logical Error as a conditional statement can only consist of > or < or == not incrementing/decrementing values. |
| Error  Correction | Replaced “+=” with > |
| Error  Correction  Screen  Shot |  |

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| Test Case 9 |  |
| Line Error | myMaterial.mainTextureOffset += offSet \* deltaTime; |
| Error Explanati on | deltaTime does not exist on its own as it is an type of the inbuilt function “Time”. |
| Error Correctio n | Added “Time.” Before “deltatime”. |
| Error Correctio n Screen Shot |  |

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| Test Case 10 |  |
| Line Error | public class MonoBehaviour : MonoBehaviour |
| Error Explanatio n | Class using it’s own class as a base class. Incorrect Class name. |
| Error  Correction | Replaced “MonoBehaviour” with “BackgroundScroller” |
| Error  Correction  Screen  Shot |  |

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| Test Case 11 |  |
| Line Error | public int GetScore() |
| Error Explanatio n | Function is supposed to return a value. |
| Error  Correction | Added return score; |
| Error  Correction  Screen  Shot |  |

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| Test Case 12 |  |
| Line Error | FindObjectOfType<Player>().AddToScore(scoreValue); |
| Error  Explanation | AddToScore is a function of object GameSession not Player |
| Error  Correction | Change the Object of Type |
| Error  Correction  Screen Shot |  |

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| Test Case 13 |  |
| Line Error | Class |
| Error  Explanation | There is a missing final curly bracket |
| Error  Correction | Added a curly bracket |
| Error  Correction  Screen Shot |  |

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| Test Case 14 |  |
| Line Error | AudioSource.PlayClipAtPoint(enemyDeathSound, transform.position) |
| Error  Explanation | There is no Semicolon at the end of the line |
| Error  Correction | Added a ; |
| Error  Correction  Screen Shot |  |