Bug1: botsArr does not exist error, it's actually just bots that's how it was imported
Bug2: no matter if i win or lose, the losses point increments and the win doesn't
Bug2: when it shows who wins or loses, the cards will grow randomly, i think its supposed to only get bigger if you win, and gets bigger for the comp if comp wins. But right now its random
Bug3: before each is at the wrong local host address i changed it to 4000,
bug5:error triggerUncaughtException, because we need to await a response as well from diver

Bug: "see all bots" button does nothing when clicked
Steps to execute:
    1. Launch app
    2. Click on the "see all button"
Expected result:
    1.   view all bots
Actual results:
    1. Nothing happens

Bug: "win count does not increment when player wins
Steps to execute:
    1. Launch app on the browser
    2. Click on the "draw" button
    3. Select 2 robots
    4. Click duel

Expected result:
    2.   If you win, win count should increment to 1
Actual results:
    2. If you win the win, the loose count is incremented

Bug: "winner card doesn't grow everytime you win"
Steps to execute:
    5. Launch app on the browser
    6. Click on the "draw" button
    7. Select 2 robots
    8. Click duel

Expected result:
    3.   If you win, the robots cards should grow to be bigger for the winner and if you lose the comp robot cards should grow to be bigger as instead
Actual results:
    3. If you win the win, your robots card may grow, or the computers may grow to be bigger