

## Plan for testing Duel Duo

- Aware that there are at least 3 bugs in the game
- Need to play enough games to win one game and lose one game

### Ideas for testing

- Verify that the right winner is declared
- Test “Draw”, “Add To Duo” “Duel”, “Play Again” and “See All Bots” buttons work as expected
- Verify that the Wins / Losses calculate correctly

### Testing

- **TEST CASE:** Verify that the right winner is declared (The winner is calculated by adding each Duo’s total health and total attack damage up and then subtracting all of the opposition’s attack from the defender’s health)
  - **RESULTS:** Lost 6 games before winning 1. Based on the above criteria the correct winner was calculated.
    - **NOTES:** “wins” counter is not working as expected
- **TEST CASE:** verify “See all botst”, “Draw”, “Add To Duo” “Duel”, “Play Again” and “See All Bots” buttons work as expected.
  - **RESULTS:** After playing 9 games and clicking on all the above listed buttons all buttons worked as expected.
- **TEST CASE:** Verify that the Wins / Losses are calculated correctly.
  - **RESULTS:** While conducting my first test case I noticed that the wins counter was not working as expected. After playing a total of 11 games the losses counter works as expected, the wins counter does not.
    - **NOTES:** This requires follow up!

### Conclusion

- After playing 11 games I verified that the right winner was declared, and all buttons that control the main functionality of the game work as expected. The losses counter calculates correctly however the wins counter does not. This needs to be addressed.
- Also during coding of this project I noticed that the “see all bots” button was not working as expected. This was corrected during the coding portion of this project