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Testing steps:

1. In the terminal, we ran nodemon
2. Access localhost:3000, in a web browser.
3. Click/Select show all bot to insure all bots were returned.
4. Click/select draw.
5. Click/select two bots to duel.
6. Click/select the duel button.
7. Results were presented.
8. Repeat steps 4-7, until at least one win and one loss are recorded. (To ensure the win, and loss counter correctly increment.

3 found bugs:

● Index.css and index.js were incorrectly referenced, therefore not loading properly.
● In /api/robots. The bots array was using an invalid reference called botsArr.
● When the user would win the loss counter incremented instead of the win counter. (ex: loss++)