Destiny Williams
Duel Duo QA
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Testing steps:

1. In the terminal, i/user 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.
  -when the web page was invoked, files would not load correctly.
  -went to check to dev tools, and found an error with the URL localhost:3000/css and localhost:3000/js.
  -Upon further investigation, the references to /css and /js should be replaced with /index.css and /index.js

- In /api/robots. The bots array was using an invalid reference called botsArr.
  - When you click/select see all bots nothing happened.
  - After checking dev tools, you found that localhost:3000/api/robots returned 400 error
  - botsArr does not exist anywhere else in the source, but bots did.
  - Replacing botsArr with bots, allowed our button to function properly.

- When the user would win the loss counter incremented instead of the win counter. (ex: loss++)