Purpose: Test functionality and accuracy of robot API

Test Scope: focus on verifying the core functionalities of the Robot API. Such as getting robot data, shuffling the data, engaging in a duel, and getting player statistics.

Test Environment: Postman to send HTTP requests to the API running on [http://localhost:8000](http://localhost:8000/).

Test Cases:

* Test Case: Get Robots Data
  + Description: Verify that the API returns a list of robots.
  + Steps:
    - Send a GET request to<http://localhost:8000/api/robots>.
  + Expected Result: The response should contain a list of robots with status code 200.
  + Actual Result: The API returns a 400 error.
* Test Case: Shuffle Robots Data
  + Description: Verify that the API returns a shuffled list of robots.
  + Steps:
    - Send a GET request to<http://localhost:8000/api/robots/shuffled>.
  + Expected Result: The response should contain a shuffled list of robots with status code 200.
  + Actual results: 200 status. List of all robots shuffled.
* Test Case: Get Player Statistics
  + Description: Verify that the API returns the player's record.
  + Steps:
    - Send a GET request tohttp://localhost:8000/api/player.
  + Expected Result: The response should contain the player's record with status code 200.
  + Actual result: status code 200. Player record saved. After the duel, the player's record (wins and losses) is not updated correctly.

Bug Report:

Bug Title: Incorrect Player Record Update

* Current Behavior: The player's record does not change after the duel, and it always shows a loss.
* Expected Behavior: The player's record should be updated correctly after the duel, reflecting wins or losses accordingly.

Conclusion: The Robot Duel API has been tested, and a bug related to incorrect player record update has been identified. The bug report will be communicated to the development team for resolution.