There are at least 3 known bugs in this game. Draft a plan to test the game, conduct your testing, and document any bugs that you find. Keep track of your testing documentation (plan, cases, and bugs) in a Google doc, Trello, or something similar.

Make sure you play enough times to lose at least once and win at least once.

You need to write at least 1 test case, 1 bug report, and 1 other piece of documentation (a test plan, another case, or another bug report).

Test case:

* Go to localhost/3000
* Draw robots
* Select two robots and click play
* See who wins
* Wins/losses should increment appropriately

Entry criteria

* Server.js running on port 3000
* Files fixed enough to run

Exit criteria

* Game runs as expected

Other details

* Firefox 106.0.1 64 bit
* Windows 11 home 10.0.22000

Bug report

Description – losses increments even when you win

Steps to reproduce

* Localhost/3000
* Click draw
* Select two robots and duel. (go again until you see “You win!”)

Expected result

* Win counter should increment

Actual result

* Note that though the win message is displayed, the loss counter is incremented.

Environment

* Firefox 106.0.1 64 bit
* Windows 11 home 10.0.22000

Bug report

Description – “see all bots” button does not toggle

Steps to reproduce

* Localhost/3000
* Click “see all bots”
* Click it again

Expected result

* Button should hide bots

Actual result

* Bots stay displayed with no way to hide them

Environment

* Firefox 106.0.1 64 bit
* Windows 11 home 10.0.22000

Bug report

Description – “see all bots” button does not toggle

Steps to reproduce

* Localhost/3000
* Click “see all bots”
* Click it again

Expected result

* Button should hide bots

Actual result

* Bots stay displayed with no way to hide them

Environment

* Firefox 106.0.1 64 bit
* Windows 11 home 10.0.22000