

## Test Plan

- We are doing manual testing to find the bug reports.
- I am testing and exploring the game through playing it so that we can fix any bugs that it may have.

### Description

- Overview:
- Test the functionality of the application The plan is to create a test plan to find bug reports in the code.

### Test-Criteria

- The plan is to explore the duel pro webpage to find bug reports.
- We are doing manual testing to find the bug reports.
- The “see all bots” button doesn’t work when clicked on.
- The “draw” button doesn’t work as it is also being clicked on. It does nothing.
- The wins and losses feature doesn’t work.
- Reloading the page doesn’t reset the wins and losses.

### Entry Criteria

- The test-criteria provided.
- Running version of app for testing.
- Computer and stable internet connection.

### Exit-criteria

- All high priorities have passed.

### Other details

- Environment : MacOS.
- Chrome is the recommended browser but should work on all browsers except for Internet Explorer.

## Test Case

### Description

- Open and read the file called `__tests__/duelDuo.test.js`. There is one automated test included already.
- Check that clicking the Draw button displays the div with id = “choices”
- Check that clicking an “Add to Duo” button displays the div with id = “player-duo”
- Check that when a bot is “Removed from Duo”, that it goes back to “choices”

### Steps

- Start the server with npm start before running the tests.
- Run *just* the tests in `duelDuo.test.js` with:

### Results

- Passed

## Bug Report

### Description

- The “draw” button doesn’t work as it is also being clicked on. It does nothing.

### Steps to reproduce

- Navigate to the draw button.
- Click on the Draw button.

### Expected result

- The draw button should work.

#### Actual result

- The draw button doesn't work and needs to be fixed.

#### Environment

- Operating system: MacOS.
- Browser: Google Chrome.