

### Testing Plan:

- 1) Navigate to localhost:3000
- 2) Play games until you get at least 1 win and 1 defeat
- 3) Go to the Chrome console (Ctrl+Shift+i)
- 4) Check all errors and logs and document them in a bug report

### Bug Report:

- 1) When a win occurs, we get a bug that doesn't actually increment the wins counter
  - Play the game until you win
  - Use Chrome V100 on windows
  - Expected Result should be that the win counter should increment by 1 every win
  - Actual result is that the loss counter goes down, and the win column never goes up
- 2) When the See All Bots button is clicked, we get a Bad Request saying "Request failed with a status code 400"
  - Navigate to localhost:3000
  - Use Chrome V100 on Windows
  - Open the chrome console (Ctrl Shift i)
  - Click on the See All Bots button
  - Log the console
  - Expected Result should be that all the bots should display on the site
  - Actual result is that nothing shows up and the error shows up in the console

### Test Case:

Description: This test must check that the see all robots button ACTUALLY returns all the possible robots that exist

Plan: Navigate to localhost:3000 on chrome v100 with windows, and click on the see all bots button, then log results

Expected Output:

All the robots will be shown to the user once the button is clicked

Actual Output:

No bots show, and an uncaught (in promise) bad request error pops into the console