

Assessment Test Plan Outline

1. Introduction

1.1. Revision History

None at this time....

1.2. Purpose and Scope

To test Duel Duo for bugs and errors from the user side.

1.3. List of Reference Documents

List all reference documents. The minimum is listed here. You might want to include documentation on tools and test equipment, integration station, etc.

- Assessment-qa-DevOps
- Test.js

2. Testing Strategy

2.1. Entry Criteria

Test criteria provided

Running version provided for testing

A designated device for testing

2.2. Elements to be tested

DRAW Button

See All Bots Button

the counter accuracy,

win/loss accuracy,

can you select more than two bots?

Can you unselect bots?

Right bots to the right player

2.3. Testing Strategy

The game will be played multiple times, each button clicked for accuracy, ensuring that wins are mathematically correct, and that recording of wins is accurate.

2.4. Sequence of Testing:

- 2.4.1. See All Bots**
- 2.4.2. Draw Bots**
- 2.4.3. Select Bots**
- 2.4.4. Unselect Bots**
- 2.4.5. Select Bots**
- 2.4.6. Duel**
- 2.4.7. Record proper win/loss**
- 2.4.8. Record accuracy of Win/Loss Counter**
- 2.4.9. Repeat multiple times**

2.5. Exit Criteria

- 2.5.1. All buttons function properly**
- 2.5.2. Win/loss Counter records accurately**
- 2.5.3. No limit on number of duels**
- 2.5.4. Duplicate robots do not appear in duels**

3. Other Details

- 3.1. Should run on any commonly used browser, fully functional and styled**