

Duel Bots - Manual Testing

Test Cases:

- Check button functionality
 - Determine if inferred functionality is being performed
 - Click on “See all bots”
 - Click on “Draw”
 - Click on “add to duo” before and after adding a full team
 - Click on “remove from duo”
 - Click on “Duel”
 - Click on “play again”
- Check for spelling and grammatical errors
- Check for data errors
 - Monitor each bots stats for all 5 that come up
 - Monitor randomization (are duplicates shown, are all bots been seeing eventually).
 - Monitor loss/wins tally

Bug Reports:

Bug description: Wins being tallied in the losses column of app. Each time a user wins a bot duo match up, the site will display “You won!” however the wins tally remains at zero while the losses tally continues to count up for both “You won!” and “You lost!” prompts following a duel.

Date found: 9/14/2022

Found by: Josh Osborne

Solution: Error in code found in server.js file line 68. The app.post endpoint has an error at the end of the if statement where playerRecord.losses is being added to with “++” notation instead of playerRecord.wins being added to for wins. “Losses” was replaced with “wins” on server.js file line 68 and proper functionality has been achieved.

Bug description: Unfunctional button (“See All Bots”) is showing a bad request error code (400) for a Get request. All bots are not being displayed on the browser and no activity is seen outside of the console in the Developer Tools.

Date found: 9/14/2022

Found by: Josh Osborne

Solution: Error in code found in server.js file, line 27. The bad request was being received due to the app.get response sending back an invalid variable when a proper request is sent in. The code was sending back a variable called “botsArr” which isn’t defined and doesn’t contain the

bot data. Changing the variable from “botsArr” to “bots” has restored functionality of the “See All Bots” button.

Other potential bugs found:

- Uneven sized display boxes for duos
- Redundant robots:
 - Two always pop up with the same stats every “Random” draw