

Test Case: draw button functionality

- Test 1
- Description: Testing out the “draw” button to make sure that it displays the five random bots as it is supposed to.
- Current condition: Site is loaded and ready/
- Test steps:
 - Click the “draw” btn.
 - Wait for response and see if robots are shown on page.
- What should happen?
 - When the draw btn is pressed 5 different robots should appear on the page.
- Results:
 - After the “Draw” btn was pressed all five robots were displayed and draw btn was hidden.
- Test result: Pass

Bug Report:

- Description: The losses are not being counted correctly

Steps to reproduce bug:

1. Start game
2. Win a dual
3. Observe that the win is counted as a loss.

Expected result: Losses count should count up each loss.

Actual result: A win is counted as a loss.

Bug Report #2:

- Description: See all bots button not functioning correctly

Steps to reproduce:

1. Navigate to main page.
2. Press the see all bots button.

Expected result: Pressing the button would show all the robots on main page.

Actual Result:: Pressing the button does nothing. In the console it says that the botsArr is not defined.