Testing Duel Duo

Prep the test environment.
1. Run Nodemon from the root directory
2. Navigate to http://loclhost:3000 in a web browser.
3. This is not a test, but there should be an active web page displayed here.

Test Case 1
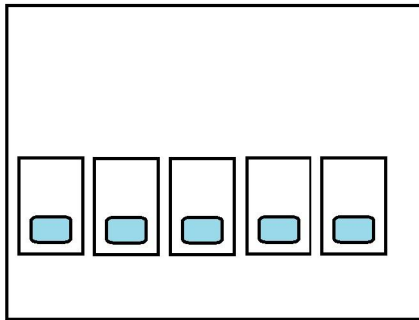Verification of Robot Choice functionality
In a draw five scenario there will be 10 possible choices.
Verify that you can add and remove various possible combinations
Testing procedure
Click draw 5

You should see something like the below image

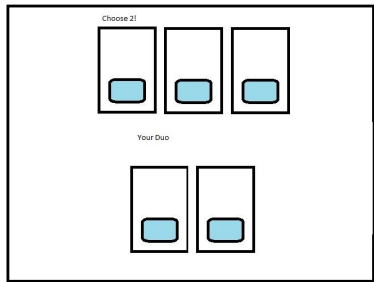DrawTest1 5 new unique robots should appear
The 5 blue buttons will say Add robot

Add/Remove Test1
Add The left most robot in your lineup One of the robots should disappear from the lineup leaving 4 in the lineup and 1 in your duel line up

Add The leftmost robot again

Your test should like something like the below

Add/Remove Test2

      On The Robots in your Duo, the button will read Remove From Duo. Remove the rightmost robot in your duo.

      Verify that it appears in the draw 2 lineup

      Click Add robot from the leftmost robot

      Verify that it appears in the your duo lineup

At every remove step a robot should disappear from your duel line up and appear on the end of your draw lineup

At every add step a robot should disappear from your draw line up and appear on your duel line up.

Test Case 3

      View all available robots

At the top of the web page is a button reading See All Bots

Press this button, You should see a list of 10 robots Displayed on the screen.

Test Case 3

      This will require a little bit of math.

      Remove both robots from your duo.

      We're going to choose the worst combination of robots we can.

      The way fights are determined, is to have both robots attack the other team, then compare the resultant health totals. So in scoring a battle, 5 points of attack is worth the same as 5 points of health .

      Losing Battle-1

      Any robots of health 75 or 80 are pretty bad, if there are any available choose them.

      If there are not at least 2 robots from the 75 or 80 health categories refresh the page and Draw 5 until 2 such selections are available.

      Click Duel

Now sum up your health, in a separate column sum up your attack.   Sum up the opposing team's health and attack.

Subtract The opposing team's attack from your health. This is your remaining health. Subtract your attack from the opposing team's health. This is their remaining health Compare the two remaining health values. If yours is higher you should win, otherwise you should lose. If you lose the page will tell you, "You Lost!"

Verify that your record is now wins: 0 losses: 1

Next choose play again, and draw 5
Refresh the page until you have at least 1 120 health robot and at least 1 100 health robot.
Choose the highest health robots. And click duel

Using the same formulas as above, verify that your result matches what the math predicts.

Your win record should increase to reflect this.
Log your results, and record your robots health and status

Results
TEST CASE 1

D1 passed. 5 unique robots appeared

Prime Information Drone

Beta
Brobot
The Hammer
Nozzle

A/R test 1

Added prime and Beta They both appeared in duo and disappeared from the Choose 2! lineup

This may is a minor bug at best but Prime Information Drones' buttons do not line up with the other buttons for robots in the draw lineup

A/R test 2
Removed Beta.
    Lineup then read: Brobot, the hammer, nozzle, beta (passed, beta appears in the
    rightmost spot of the lineup)
    Added Brobot The Duo Lineup read prime, brobot. The Choose 2 lineup is now prime
    and brobot.

Test passed, I was successfully able to remove a Robot from the Duo, and add another robot.

ALL 3 tests in Test Case 1 passed.

TEST CASE 2

Test Failed. I pressed See All Bots, no robots appeared
Bug Report:
Results: No robots appeared. Nothing on the page changed.
Several error results are present. In developer tools the following text appears
            GET http://localhost:3000/api/robots 400 (Bad Request)   xhr.js:244

        Uncaught (in promise) _ {message: 'Request failed with status code 400', name:
'AxiosError', code: 'ERR_BAD_REQUEST', config: {…}, request: XMLHttpRequest, …}
        settle.js:19

Additionally the Server logs indicate the following
        ERROR GETTING BOTS ReferenceError: botsArr is not defined
        At server.js 11:30

Environment

Windows v10
Version 107.0.5304.88 (Official Build) (64-bit)

TEST CASE 2

I needed to refresh the page, but I got access to Nozzle and Crowbar
Each health 75,
Attack 1: 15, attack 2: 40
Total health 150,
Total attack 110

Opposing team
S.aware garbage android, rusty
Total health 215. Total ttack 95

my side 150-95=55
Their side: 105
Predicted Result Loss

The battle was a loss, and the record is now 0 wins 1 loss as expected

Battle 2

I chose Rusty and brobot
Combined health 220
Combined attack 100

Opposing team
S.a. garbage android, beta
Combined health 190
Combined attack 90

My remaining health 130
Their Remaining health 90

Predicted result victory,
Actual result "You won!"
Predicted record 1 win 1 loss
Actual record 0 wins 2 losses. Image logged below

Wins: 0

Losses: 2

You won!

Play again!

Your Duo   Computer Duo

Rusty

Health: 120

Attack 1: 30 damage

Attack 2: 15 damage

Brobot

Health: 100

Attack 1: 25 damage

Attack 2: 30 damage

Self-Aware
Garbage Android

Health: 95

Attack 1: 15 damage

Attack 2: 35 damage

Beta

Health: 95

Attack 1: 15 damage

Attack 2: 35 damage

No errors appeared in webpage console log, or on the server side.
Environment is

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Bug report:

      Win loss record on client side does not actually reflect the number of wins in the current fight.