

# Manual Testing

## “Dual Duo” Test Plan

### DESCRIPTION

#### Overview:

This test plan is designed to ensure the smooth functionality and user experience of the game "Duel Duo."

Link: [Duel Duo](#)

#### Test Criteria:

1. Page loads successfully with the title “Duel Duo”
2. Draw Button displays the choices to choose to duo
3. Add to Duo Button, when clicked it adds a character to duo
4. See All Button, when clicked it displays all the characters available to duo
5. Buttons change color from blue to orange when the cursor hovers.
6. Remove from Duo Button when clicked, it returns the character to the choices pool.
7. Once the duel starts, the result is drawn as You won!, or You lost!
8. Duel Button, when clicked, starts the duel between the characters chosen by the user and the characters chosen by the computer.
9. Depending on the outcome of the duel, the score will be increased by one point.
10. If the user won the duel, the score will increase by 1 point in Wins.
11. If the user loses the duel, the score will increase by 1 point in Losses.

#### Entry Criteria:

The “Duel Duo” game is accessible at [Duel Duo](#)

Test criteria provided.

All test scenarios and test data must be prepared and reviewed.

#### Exit Criteria:

The allotted time is up.

The tests have passed.

The identified defects have been documented.

The game meets the acceptance criteria and quality standards.

#### Other details:

Chrome is the recommended browser

Testing tool: Selenium Webdriver will be used for automated testing

Potential hardware failures will be identified and addressed during the testing process

## Module 6 Assessment Test Case

Test Case ID: TC\_DD\_01

### Description:

This test will ensure every time the user wins or loses the score will be updated adding up one point per game according to the result of the duel.

### Preconditions:

- 1.The user must access the webpage.
- 2.The game Duo Duel must load correctly.
- 3.The initial score must show zero.

### Steps:

- 1.Start a new duel.
- 2.Play the game until a result is shown
- 3.Observe the result
- 4.Look the score update at the end of the duel.

### Test Postconditions:

The user's score is updated correctly after each duel.

The updated score is displayed correctly on the game screen.

## Module 6 Assessment Bug Report

ID Number Bug Report: BR\_DD\_01

### Description:

The score increments only in Losses no matter if the user wins or loses.

### Steps to Reproduce:

1. Access the page
2. Note the initial score
3. Choose your characters
4. Start a new duel
5. Wait for the duel result
6. Observe the score

### Expected Result:

The Wins in the score should increment by one when the result of the duel is You won!, and the Losses should remain the same. If the user loses the duel, getting the result You Lost!, the Losses in the score should increment by one, and the Wins should remain the same.

### Actual Result:

The Losses score increments by one point every time the user loses a duel, and increments by one point every time the user wins a duel.

### Environment:

Game: Duel Duo

Browser: Google Chrome version 89

### Attachments:

```
// comparing the total health to determine a
if (compHealth > playerHealth) {
  playerRecord.losses += 1;
  rollbar.critical('Player lost the duel'); /
  res.status(200).send("You lost!");
} else {
  playerRecord.losses += 1; // the losses wer
  rollbar.info('Player Won the Duel')
  res.status(200).send("You won!");
}
} catch (error) {
  console.log("ERROR DUELING", error);
  res.sendStatus(400);
}
});
```