Plan Overview:

Test the functionality of Duel Bots!

Test Criteria:

- Test if buttons are connected
- Test if buttons call the correct function
- Test if button functions successfully resolve
- Test if button functions meet presented criteria
  - All events are handled and properly display on the page
  - OnClick, See All Bots button displays all available bots
  - OnClick, Draw button will draw 5 bots exactly
  - OnClick, Add to Duo button adds a bot to the user's duo array
  - OnClick, Remove from Duo button removes bot from user's duo array
  - Evt, when "Your Duo" contains 2 bots, Duel button appears
  - OnClick, Duel button runs duel(), displaying user and enemy bot duos, the result of the battle, and the Play Again button
  - OnClick, Play Again button runs reset(), resetting the page to its default.
- Test the results of the battle
  - If the winner is correctly determined
  - If the win/loss counter correctly increments win or loss depending on the results of the fight

Entry Criteria:
- **Test criteria provided**
- **Running version**
- **Computer to test with**

Exit Criteria:
- **All tests have passed**

Other Details:
Runs in any modern browser
- **Chrome is recommended**

Cases

Test:

- **This test verifies that all buttons serve HTML via Javascript**
  - Navigate to http://localhost:8000
  - Click "See All Bots" button
  - Click "Draw" button
  - Click "Add to Duo" button
  - Click "Remove from Duo" button
  - Fill duo w/ 2 bots
  - Click "Duel" button
  - Click "Play Again" button
- **Test Post-Conditions**
  - Each button should serve HTML via Javascript

Bug:

The See All Bots button fails to serve a list of all available bots and returns an error w/ a code of 400.

- **Steps to Reproduce**
  - npm start in project terminal
  - Navigate to http://localhost:8000
  - Click "Draw" button
  - Choose two bots for your duo
    - Click "Add to Duo" button
  - Click "Duel" button
- **Expected Result**
  - When resolved, the program correctly increments the win/loss counter based on the result of the battle.
- **Actual Result**
  - When resolved, the program increments the loss counter
- **Environment**
  - Brave Browser
  - Microsoft Edge

Bug:

The win/loss tracker counts every battle as a loss regardless of the displayed outcome.

- **Steps to Reproduce**
    - npm start in project terminal
    - Navigate to http://localhost:8000
    - Click "Duel"
- **Expected Result**
    - OnClick, See All Bots button serves HTML representing a list of all available bots
- **Actual Result**
    - OnClick, See All Bots button fails to serve HTML and returns an error w/ a code of 400.
- **Environment**
    - Brave Browser
    - Microsoft Edge