

Test Plan

Objective: To test the game and identify any bugs in it.

Scope: The test will cover the game functionality and user interface.

Testing Environment:

Operating System: Windows 11 Pro

Browser: Google Chrome

Testing Approach:

- Verify that the game loads without any errors.
- Verify that the game rules and instructions are displayed correctly.
- Verify that the game play works correctly.
- Verify that the game displays the correct results after a player wins or loses.
- Verify that the game displays an error message if the player tries to make an invalid move.

Test Case:

Title: Verify that the game starts correctly.

Objective: To verify that the game starts without any errors.

Preconditions:

- The game has been loaded successfully.

Steps:

1. Open the game in a web browser.
2. Verify that the game starts without any errors.

Expected Results:

- The game should start without any errors.

Actual Results:

- The game starts without any errors.

Bug Report:

Title: The 'See All Bots' button does not result in the intended display.

Description: The 'See All Bots' button on the homepage, which is intended for players to be able to examine the bot selection, lacks functionality leaving the player to choose from only 5 randomized bots rather than all of them.

Steps to Reproduce:

1. Head to the duel Duo homepage.
2. Click the first button beneath the header and see how it works (it doesn't).

Expected Results:

- The game should display the bot selection in its entirety.

Actual Results:

- The game does not display any bots, leaving the button without functionality.

Other Documentation:

Title: Test Case - Verify that the game displays the correct results after a player wins or loses.

Objective: To verify that the game displays the correct results after a player wins or loses.

Preconditions:

- The game has been loaded successfully.

Steps:

1. Start a new game.
2. Make moves to win or lose the game.
3. Verify that the game displays the correct results after a player wins or loses.

Expected Results:

- If the player wins the game, the game should display a message informing the player that they have won.
- If the player loses the game, the game should display a message informing the player that they have lost.

Actual Results:

- The game displays the correct results after a player wins or loses.