Test case description	Test steps	Expected results	Actual results	Pass/ Fail
Check functionality of "See-all-bots button"	1) Start the application 2) Click the button	After clicking the button, the user should be able to see all robots	Clicking the button has does not result in any changes	Fail

Test case description	Test steps	Expected results	Actual results	Pass/fail
Check the functionality of the draw button	1) Start the application 2) Click the button	After clicking the draw button, the user should be able to see and choose robots	Clicking the draw button does show all robots and allow the user to choose two robots	Pass

Test case description	Test steps			
Check if the win/loss counter is working correctly	1) Open the application 2) Play the game several times 3) Monitor the game status meters	When the user receives a message stating that they won, the win counter should increase by one When the user receives a message stating that they lost, the loss counter should increase by one	There is a discrepancy between the game result indicator and the changes in the win/loss counter	Failed

Test description	Test steps	Expected results	Actual results	Pass/fail
Check if the user can only choose two robots for the duel	Launch the application Click the Draw button	The application should send an error message to the user	If the user tries to select more than two bots, they get an error message	Pass

	Try to add more than two robots to the player-duo			

Test description	Test steps	Expected results	Actual results	Pass/Fail
Check if the robots are presented in a random order whenever the user starts a new game	Launch the application Click the draw button Add two robots to the duo Duel Check of the order in which the rorbots are shown is the same as before the first gaem	Robots should appear in a random order every time a new game is played	Robots are presented in a random order	Pass

Bug report

Issue ID: #1

Summary: See-all-bots-button does not work

Expected result: After clicking the button, the user should be able to see all robots

Actual result: Clicking the button has no visible effect

Console logs: ERROR GETTING BOTS ReferenceError: botsArr is not defined

Rollbar logs: Can't find variable botsArr

Environment

Browser: Firefox version 116.0.3

Viewport size: 1846 X 957px

Issue ID: #2

Summary: Wins/losses counter does not work correctly

Expected results: A "You win" message should be accompanied by an increase in the win counter whereas a "You lose" message should be accompanied by an increase in an increase in the loss counter

Actual results: Mismatch between the message content and the change in the win/loss counter

Block of code which results in the bug:

```
if (compHealth > playerHealth) {

    playerRecord.losses += 1;

    res.status(200).send("You lost!");

  } else {

    playerRecord.losses += 1;

    res.status(200).send("You won!");

  }

} catch (error) {

  console.log("ERROR DUELING", error);

  res.sendStatus(400);

}

})
```

Test pan

Overview

Manual testing of the web-page elements involved testing the reaction of the application to interaction between the user and the application, as well as reading the corresponding parts of code and console logs

Test criteria

- The effect of interaction with the application elements needs to match textual content of the elements (See all bots should result in making all bots visible to the user by removing "hide" from the class name of the element, for example)
- Presence of error messages appearing in console and rollbar logs