

Assessment 6 QA Plan:

test the game
conduct testing
document bugs

track testing documentation (plan, cases, bugs)

write 1 test case:

element tested:
wins and losses score tracker

steps:

From <http://localhost:3000> home page, click “Draw” button
Select the two bots with the highest “Health” numbers and “Add to Duo”
Click the “Duel” button

post conditions:
Win tally should increase by one.

(Despite a user win, all games are tallied under losses, regardless of whether duel ended in a win or loss. When user selects a duo with a combined health greater than computer’s bots, and wins the duel, the number of losses in the score tracker increases by one.)

write 1 bug report:

describe bug: “see all bots” button at top of <http://localhost:3000> does not function as intended. When user clicks button, nothing happens.

steps to reproduce:

navigate to <http://localhost:3000>
click “see all bots” button

expected result:
bots displayed

actual result:
no change on page

execution environment:
11/28/21
Macbook Pro 2012
Browser: Safari Web 13.0.5

write 1 test plan (or 2nd case or bug report):

an overview:
test the functionality of duel duo game

test criteria:
make sure game works
buttons

robots
duels
math/bot health

entry criteria:
test criteria provided
running version provided
computer for testing

exit criteria:
all priority tests have passed
time allotted is up

details section:
environment
should run on any modern browser and fully functional and styled