

# Project: Duel Duo

## Testing Plan

### Overview:

This testing plan for the Duel Duo will be broken into three primary parts: Manual testing, Unit testing, and Automated testing. This test overview will provide a description of which sections of the project will be tested by which part. Then, in the Conventions section, a general template for Test Cases and Bug Reports will be provided as well as the conventions for naming these items and indicating their status.

### Manual Testing:

- Loading the page successfully in Chrome (.css, errors in the Inspect feature)
- Testing the "See All Bots" button
- Testing the Wins/Losses Counters

### Unit Testing:

The shuffle feature will be tested using Jest in the "functions.test.ts" file in the root directory for the project

### Automated Testing:

The the duelDuo.test.ts file will be used for several selenium automated tests. This will include testing the "Draw 5" and "Add to Duo" buttons

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### Conventions:

Test Cases will be written using this template:

Test Case ID:	
Test Description:	
Assumptions and Pre-Conditions:	
Test Data:	
Steps to be Executed:	
Expected Result:	
Actual Result and Post-Conditions:	
Pass/Fail:	

The Test Case ID will be formatted as the current date (yyyy-mm-dd) and a unique sequential 4 digit identifier. Example: 2021-11-01-0001

If the Test Case has not yet been completed, it's Test Case ID section will be white. Completed Test Cases without errors will be colored Green. Completed Test Cases that produced an error will be colored Red.

Untested

Test Case ID:

Error Free

Test Case ID:

Error Found

Test Case ID:

The Pass/Fail: result will be colored to match.

Bug Fixes will be written using this template:

Bug Report ID:	
Environment:	
OS:	
Browser:	
Bug Description:	
Fix Date:	
Cause:	
Correction:	

The Bug Report ID will be comprised of the Test Case ID that generated it and a unique, sequential letter suffix for each bug found. Example: 2021-11-01-a, 2021-11-01-b, etc.

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Test Case ID:	2021-11-19-0001
Test Description:	"See All Bots" button function test
Assumptions and Pre-Conditions:	When the user clicks the "See All Bots" button, the game is ment to fill the "#all-bots" div with the cards of all the robots.
Test Data:	Files: index.js, server.js, data.js Elements: button id="see-all" (seeAllBtn) div id="all-bots" (allBotsDiv)
Steps to be Executed:	Ensure the server is up and running. Navigate your web browser to the correct location ("Local Host:3000"). Click the "See All Bots" button at the top of the page.
Expected Result:	Clicking the button should populate the area immeditaly below it with the cards of all the robots.
Actual Result and Post-Conditions:	Nothing appears to happen.
Pass/Fail:	Fail

Bug Report ID:	2021-11-19-0001-a
Environment:	Dev Laptop
OS:	Windows 10
Browser:	Chrome v95.0.4638.69
Bug Description:	Clicking the "See All Bots" button does not populate the "all bots" div
Fix Date:	11/19/2021
Cause:	get('/api/robots') in server.js was returning "botsArr", should be "bots"
Correction:	Updated the variable name and pushed correction to repo.

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Test Case ID:	2021-11-19-0002
Test Description:	Verify Wins and Loses update correctly
Assumptions and Pre-Conditions:	When a player wins a game the wins counter should increment. When a player loses a game, the losses counter should increment.
Test Data:	Files: index.js, server.js, data.js Elements: button id="duel" (duelBtn) h2 id="wins" (winsText) h2 id="losses" (lossesTest)
Steps to be Executed:	Ensure the server is up and running. Navigate your web browser to the correct location ("Local Host:3000"). Complete enough games to record a win and a loss.
Expected Result:	Wins should increment the h2 id="wins", losses should increment the h2 id = "losses"
Actual Result and Post-Conditions:	All games increment h2 id = "losses", regardless of win/loss
Pass/Fail:	Fail

Bug Report ID:	2021-11-19-0002-a
Environment:	Dev Laptop
OS:	Windows 10
Browser:	Chrome v95.0.4638.69
Bug Description:	variable name for lossesText spelled lossesTest. Implimentation matched, functional
Fix Date:	11/19/2021
Cause:	Typo
Correction:	Corrected spelling error
Bug Report ID:	2021-11-19-0002-b
Environment:	Dev Laptop
OS:	Windows 10
Browser:	Chrome v95.0.4638.69
Bug Description:	All games increment h2 id = "losses", regardless of win/loss
Fix Date:	11/19/2021
Cause:	post('/api/duel') in server.js increments playerRecord.losses in both If and Else blocks (near line 57).
Correction:	incremented correct value (playerRecord.wins) in the Else block.

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Test Case ID:	2021-11-19-0003
Test Description:	Loading the page (in Chrome)
Assumptions and Pre-Conditions:	When the page loads, there are no errors in the Inspect feature and the page loads correctly.
Test Data:	Files: index.js, server.js, data.js Elements: All
Steps to be Executed:	Open Chrome, navigate to the location of the project (Localhost:3000), check the Inspect Feature for errors. Check if page loaded all elements correctly.
Expected Result:	There should be no errors and the page should load completely
Actual Result and Post-Conditions:	Chrome returns an error in its attempt to find a "favicon.ico", no icon in tab
Pass/Fail:	Fail

Bug Report ID:	2021-11-19-0001-a
Environment:	Dev Laptop
OS:	Windows 10
Browser:	Chrome v95.0.4638.69
Bug Description:	Chrome returns an error in its attempt to find a "favicon.ico", no icon in tab
Fix Date:	11/20/2021
Cause:	No file or endpoint provided.
Correction:	Created icon file and wrote endpoint for Chrome request.