



Description

Edit

Game Test Plan / With Bug Log

Does the page display:

Steps: nodemon server.js, load localhost:3000 in browser

Test Successful: Yes, page loads.

bug Does clicking on See All Bots button display a list of all bots:

Steps: After loading page with previous steps, click on See All Bots button.

Test Successful: NO! All Bots were not displayed.

```
Required a change in app.get('/api/robots', (req, res) => {
  try {
```

```
res.status(200).send(botsArr) from botsArr to send(bots)}
botsArr is undefined
```

Does Draw button display 5 randomly selected bots:

Steps: After loading page with previous steps, Click on Draw button.

Test Successful: Yes, 5 randomly selected bots are displayed.

Does clicking on Add to Duo button allow you to select exactly 2 bots:

Steps: After loading page and clicking on Draw, click on Add to Duo button for two different bots. Try to click on a third.

Test Successful: Yes. If a third bot addition is attempted, an error message is generated. There is no Duel! button with <2 bots.

Does Remove from Duo remove selected bot from Duo:

Steps: After loading the page, clicking draw, and clicking at least one Add to Duo, click on one Remove from Duo button.

Test Successful: Yes. Bot is removed from Your Duo and returned to Choose 2!

Does Duel! button cause a duel to happen: Yes

Steps: After loading page, click on Draw, click on Add to Duo for two different robots and click on Duel!

Test Successful: Yes, duel happens and a winner is declared.

If you lose, does Losses increment:

Steps: After loading page, click on Draw, click on Add to Duo for two different robots and click on Duel!

Test Successful: Yes, if you lose, Losses is incremented

bug If you win, does Wins increment:

Steps: After loading page, click on Draw, click on Add to Duo for two different robots and click on Duel!

Test Successful: NO. If you win, Losses still increments. Required a change in server.js: app.post('/api/duel', (req, res)... if (compHealthAfterAttack > playerHealthAfterAttack) {...FROM else{playerRecord.losses++ TO else{playerRecord.wins++

Labels

Checklist

Dates

Attachment

Cover

Custom Fields

Add dropdowns, text fields, dates, and more to your cards.

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+ Add Power-Ups

Automation



+ Add button

Actions

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