

## Bug Report

Title: Scoreboard and "See All Bots" button issues in Duel Duo robot fighting game

### Description

During the testing of the Duel Duo robot fighting game, it was discovered that the scoreboard was not updating correctly and a bug was identified with the "See All Bots" button. The proposed test plan for the game included assessing the functionality of the game's fights and scoreboard, as well as ensuring the proper operation of all buttons within the application.

### Steps to Reproduce

Play a few rounds of the game  
Observe the scoreboard  
Click on the "See All Bots" button

### Expected Result

The scoreboard should accurately reflect the wins and losses of the players  
The "See All Bots" button should display a list of all available bots

### Actual Result

The scoreboard was not updating correctly and further investigation revealed that the issue was a function in the server.js file that was incorrectly tracking player wins and losses  
Clicking on the "See All Bots" button resulted in an error 400 in the browser console, stemming from a naming discrepancy in the server.js file

### Fix

The error in the scoreboard was corrected by modifying the function to correctly track wins. Wins and losses are now tracking correctly after changing "playerRecord.losses++" to "playerRecord.wins++"

The issue with the "See All Bots" button was resolved by renaming the sent variable in the server.js file from "botsArr" to "bots" to match the variable used in the data.js file.

### Testing

After the fixes, the game was tested again and the scoreboard was accurately reflecting the wins and losses of the players, and the "See All Bots" button was displaying a list of all available bots as expected, without any error.