

The proposed test plan for the Duel Duo robot fighting game includes assessing the functionality of the game's fights and scoreboard, as well as ensuring the proper operation of all buttons within the application. During testing, it was discovered that 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. The error was corrected by modifying the function to correctly track wins. Wins and losses are now tracking correctly after changing "playerRecord.losses++" to "playerRecord.wins++". Additionally, a bug was identified with the "See All Bots" button, which was determined to be a server-side issue stemming from a naming discrepancy. The issue was resolved by renaming the sent variable in the server.js file to match the variable used in the data.js file.