

Manual Testing Plan for Duel Duo Game

Objective: The objective of this testing plan is to identify and document bugs in the Duel Duo game by playing the game multiple times, ensuring that it functions as expected and identifying any issues that may arise during gameplay.

Testing Environment:

- Web Browser: Google Chrome Version 123.0.6312.86 (Official Build) (64-bit)
- Operating System: Windows 11

Testing Steps:

1. Game Launch and Initial Interface Check:

- Open the Duel Duo game in the web browser.
- Verify that the game interface loads correctly without any visual glitches or layout issues.
- Ensure that all buttons, text elements, and card displays are visible and functional.

2. Gameplay Testing:

- Click on the "Draw" button to start the game.
- Verify that five random robots are displayed for selection.
- Select two robots by clicking the "Add to Duo" button for each.
- Verify that the selected robots are added to the player's duo display.
- Ensure that the "Duel" button becomes visible after selecting two robots.
- Click on the "Duel" button to initiate the duel between player and computer robots.
- Verify that the duel outcome is displayed accurately, indicating whether the player won or lost.
- Click on the "Play Again" button to reset the game and start a new round.

3. Winning and Losing Scenario Testing:

- Play multiple rounds of the game to ensure that both winning and losing scenarios are encountered.
- Verify that the game accurately tracks and updates the player's wins and losses statistics.
- Ensure that the displayed wins and losses are updated correctly after each round.

Test Case:

Test Case ID: DDTC001

Test Case Title: Verify Duel Outcome Display

Test Steps:

1. Launch the Duel Duo game.
2. Click on the "Draw" button to start a new game.
3. Select two robots for the player's duo.
4. Click on the "Duel" button to initiate the duel.
5. Observe the outcome displayed in the results text area.
6. Verify that the displayed outcome accurately reflects the winner of the duel (e.g., "You won!" or "You lost!").

Expected Result: The displayed duel outcome matches the actual winner of the duel, indicating whether the player won or lost.

Bug Report:

Bug ID: DDBUG001

Bug Title: Incorrect Win/Loss Statistic Update

Bug Description: After completing a duel, the game incorrectly updates the player's wins and losses statistics. Even when the player wins a duel, the losses statistic is incremented instead of the wins statistic.

Steps to Reproduce:

1. Launch the Duel Duo game.
2. Play a duel and win against the computer.
3. Observe the displayed wins and losses statistics.
4. Verify that the losses statistic is incremented instead of the wins statistic.

Expected Result: After winning a duel, the game should increment the wins statistic and not the losses statistic.

Other Documentation:**Test Plan Update:**

Test Plan ID: DDTP002

Test Plan Update: Add additional test cases to cover edge cases and boundary scenarios, such as testing when the player selects the same robot twice, testing with an empty selection, and testing the behavior when the player's duo and computer's duo have equal total health.

Conclusion:

The manual testing of the Duel Duo game revealed several bugs and discrepancies in the game's functionality, particularly related to the accuracy of win/loss statistic updates and duel outcome displays. These issues need to be addressed and fixed to ensure a seamless gaming experience for users.