

I changed the import src tag on html frontend from “/js” to “index.js”

Changed line 13 on server.js from “botsArr” to just calling out “bots”

Line 54 in server.js changed code to increase wins instead of losses for player so from losses++ to wins++

BUGS -

1. losses are increased instead of wins when you actually win the game.
2. when you refresh the page the score of the game does not reset.
3. the botsArr variable was incorrect and undefined
4. the comp and player have the same health amount after an attack the player is awarded a win

TEST CASE-

1. Player wins game and Computer loses
2. Computer wins games and Player loses
3. Player plays with the same bots several games in a row
4. Website refreshes and player stats are reset
5. Player choose less than 2 bots to play with
6. Player choose more than 2 bots to play with
7. You can't press play again without choosing your 2 bots
8. See all bots shows all the bots in the game