

**Overview:**

Testing the functionality of the game

**Links:****Test Criteria:**

- Unable to see computer duo until dual is confirmed.
- Players duo and computer duo duel each other.
- Pulls duos from front end.
- Reloading page resets wins and loses.
- Math works when adding up the COMPUTER PLAYERS total health and attack damage.
- Math works when adding up the PLAYERS total health and attack damage.
- Correctly calculates how much health is left after the attacks on each other.
- Correctly compares the total health to declare a winner.
- Correctly declares a winner.
- Correctly declares a loser.
- Uses the correct bots, with the correct images and movements.
- Keeps correct record.

**Entry Criteria:**

1. Test criteria provided.
2. Running version provided.
3. Computer for testing.

**Exit Criteria:**

1. All high priority test have passed.
2. The allotted times are up.

**Other Details:**

- Environment
- Should run on any modern browser
- Be fully functional and modern styled
- Chrome is recommended

## Bug Report #1

### Description:

The game is not tracking wins, applying both wins and losses to losses.

### Steps to navigate:

Play duel a few times to win and loose.  
Your wins will not be tracked.

### Expected Result:

- Wins are correctly tracked

### Actual Result:

- Wins are not correctly tracked and added to losses.

---

**Wins: 0**

**Losses: 5**

---

**You won!**

## Bug Report #2

### **Description:**

Not reloading scores when refreshing page

### **Steps to reproduce:**

Play a few games to have a record, refresh page to reload scores.

### **Expected result:**

- Refreshing the page will reset the scores to zero.

### **Actual result:**

- Refreshing the page does not reset the scores.