

Test Plan

Overview: Test Functionality of Duel Duo

Test Criteria:

- The See All Bots button should display all bots from the botsData.js
- The Draw button starts the game
- Player is allowed to pick two robots, no more no less
- Computer picks two robots, no more no less
- Robots shall duel
- The winner is calculated by adding the robot's total health and attack damage and then subtracting the other robot's attack damage from the defenders's health.
- A winner will be declared
- The wins and losses count will be updated
- Reloading the page will reset your wins and losses.

Entry Criteria:

- Test Criteria is provided
- Running version of the app
- Functional machine to test on

Exit Criteria:

- All tests pass
- Bug reports are filed
- Allotted time is up

Environment: Mac IOS using Chrome Browser

Test Case #1 - See All Bots Button

Description: This test will verify bot cards display when See All Bots button is pressed

Steps:

- 1.Navigate to Duel Duo
- 2.Click See All Bots button

Test Postconditions: Multiple Bot Cards display on the screen

Test Case #2 - Player Chooses Duel Robots

Description - No more than two bots can be chosen by the player to duel

Steps:

- 1.Navigate to Duel Duo
- 2.Click Duel button
3. Select 3 robots add to duo buttons

Test Postconditions: An alert message pops up after clicking on a third add to duo button. The text reads: You can only choose two bots!

01 Bug Report

Description: See All Bots button does not make any changes to display

Steps to Reproduce:

- 1.Navigate to Duel Duo
- 2.Click See All Bots button

Results

Expected: Page to display robot cards

Actual: status error 400

Environment: Mac IOS using Chrome Browser

Fixed by changed line 41 in server.js from sending botsArr to bots

02 Bug Report

Description: Winning a Duel does not increase the wins counter

Steps to Reproduce:

- 1.Navigate to Duel Duo
- 2.Click Duel button
3. Select 2 robots with the highest health
4. Click Begin Duel button
5. Achieve 'You Won!' status, if not replay until you do

Results

Expected: 'Wins' counter to increase by 1

Actual: 'Losses' counter increased by 1