

*Plan:*

*Step 1: Set a timer for 15 minutes*

*Step 2: Open application*

*Step 3: Begin testing all of the buttons and overall experience on the page*

*Step 4: Run through multiple duels and record each duel and the result*

*Step 5: Record any bugs found*

### **Test Case:**

Description: This test case will serve to ensure Wins and Losses are recorded properly.

### **Steps:**

1. Refresh page to reset wins and losses
2. Begin the first duel and aim to win. Record bot names and health below
3. Record win or loss
4. Begin a second duel and aim to lose. Record bot names and health below
5. Record win or loss
6. Begin a third duel and randomly select two bots. Record bot names and health below
7. Record win or loss
8. Compare expected results of the battle and compare them to actual win and loss results.

### **First duel (Win):**

Rusty (120 hp, total atk = 45) and The Hammer (100 hp, total atk = 55) vs. Brobot (100 hp, total atk = 55) and Globotron (120hp, total atk = 45)

Result = "You won!"

Wins = 0, Losses = 1

### **Second duel (Loss):**

Crowbar (75 hp, total atk = 55) and Nozzle (75 hp, total atk = 55) vs. Rusty (120 hp, total atk = 45) and Mechi (80hp, total atk = 50)

Result = "You lost!"

Wins = 0, Losses = 2

### **Third duel (Random):**

Beta (95 hp, total atk = 50) and Rusty (120 hp, total atk = 45) vs. The Hammer (100 hp, total atk = 55) and Self-Aware Garbage Android (95hp, total atk = 50)

Result = "You won!"

Wins = 0, Losses = 3

**Bug Report:**

**Description:** Even when the player receives the message "You won!", a loss is recorded.

**Steps to reproduce:**

1. Refresh the page to reset any existing wins and losses
2. Click "Draw"
3. Select the two robots with the two highest health stats. I selected 'Rusty' and 'The Hammer'.
4. If you won, the result message from the duel will say "You won!"
5. Wins will say 0, Losses will say 1

## Deployment Sketch:

Server



GitHub



Local Environment

