**Testing**

**Test Plan**

\*\*Overview:\*\*

Test the Duel Duo site for bugs

\*\*Links:\*\*

http://localhost:3000

\*\*Testing Criteria:\*\*

-All Bots button displays all bots that can be used in game

-Draw button displays 5 random bots from all potential bots

-User can select 2 bots from the 5 drawn

-User can remove bots if they decide to select different bots

-Play button displays the user's and computer's bots and displays who won

\*\*Entry Criteria:\*\*

-Set up app and use nodemon to start the server

-go to link above to test the site

\*\*Exit Criteria:\*\*

-All tests have passed

-Allotted time has run out

\*\*Other Info:\*\*

**Test Case: All Bots button functions properly**

\*\*Overview:\*\*

-All Bots button displays all bots available to players

\*\*Steps:\*\*

-Navigate to http://localhost:3000

-Click on the All Bots button

\*\*Postconditions:\*\*

-Should see all available bots for the game

\*\*Results:\*\*

2/26/2022 Carlie G. - Failed  
Browser: Chrome v98.0.4758.102  
OS: MacOSX Big Sur v11.6  
-Receive the following errors:  
1. GET <http://localhost:3000/api/robots> 400 (Bad Request)  
2. createError.js:16 Uncaught (in promise) Error: Request failed with  
status code 400  
at e.exports (createError.js:16:15)  
at e.exports (settle.js:17:12)  
at XMLHttpRequest.E (xhr.js:66:7)

**Bug Report: All Bots button not working**

Bots aren't displayed after button is clicked

Steps to Reproduce:

-Navigate to http://localhost:3000

-Click on the All Bots button

Expected Results:

-See all bots

Actual Result:

-No changes

-Error 400 in console

Environment:

-Chrome v98.0.4758.102

-MacOSX Big Sur v11.6

Graphical user interface, text, application, email

Description automatically generated

**Test Case: Win vs Loss functions properly**

\*\*Overview:\*\*

-Win vs Loss counter correctly keeps track of player wins vs losses

\*\*Steps:\*\*

-Navigate to http://localhost:3000

-Click on the Draw button and select the two bots you want to use

-Select Duel to see if win vs loss counter works correctly (you may have to play a few rounds)

\*\*Postconditions:\*\*

-Should see that the win vs loss counter keeps track of the wins and losses

\*\*Results\*\*

2/26/2022 Carlie G. Failed  
Browser: Chrome v98  
OS: MacOSX Big Sur v11.6

Bug Report: Win vs Loss doesn’t count wins correctly

Wins and Losses aren't tracked correctly

Steps to Reproduce:

-Navigate to http://localhost:3000

-Click on the Draw button to select your bots.

-Click Duel and keep track of the wins vs losses (may have to play a few rounds to see the issue)

Expected Results:

-Win vs loss tracks correctly

Actual Result:

-Played 3 rounds; first two I lost and Loss counter incremented correctly

-Won the third round but the Win counter didn't increment by 1

-Loss counter increased by 1 instead

Environment:

-Chrome v98.0.4758.102

-MacOSX Big Sur v11.6

A picture containing timeline

Description automatically generated