

Test Case 1: Verify that duelBtn click correctly fills compDuo array, displays the bots in the compDuoDiv element, and calls the duel function to determine the winner of the duel

- Input: click duelBtn
- Expected Output: compDuo array is filled with 2 random bots from the choices array, renderCompDuo() is called to display the bots in the compDuoDiv element, the duel function is called to determine the winner of the duel and display the results in the resultsText element
- Steps:
 1. Click the duelBtn element
 2. Check that the compDuo array is filled with 2 random bots from the choices array
 3. Check that the renderCompDuo() function is called
 4. Check that the bots in the compDuo array are displayed in the compDuoDiv element
 5. Check that the duel function is called
 6. Check that the results of the duel are displayed in the resultsText element

Test Case 2: Verify that clicking a bot-btn button correctly adds the selected bot to playerDuo array and removes it from choices array, and displays the selected bot in the playerDuoDiv element

- Input: click a bot-btn button
- Expected Output: the selected bot is added to the playerDuo array and removed from the choices array, renderPlayerDuo() is called to display the selected bot in the playerDuoDiv element, renderChoices() is called to update the choicesDiv element
- Steps:
 1. Click a bot-btn button
 2. Check that the selected bot is added to the playerDuo array
 3. Check that the selected bot is removed from the choices array
 4. Check that the renderPlayerDuo() function is called
 5. Check that the selected bot is displayed in the playerDuoDiv element
 6. Check that the renderChoices() function is called
 7. Check that the choicesDiv element is updated to reflect the removal of the selected bot

Bug Report:

Title: Incorrect playerRecord updates in /api/duel route

Description:

I have noticed that the playerRecord variable is not being updated correctly in the /api/duel route. When the player wins a duel, the playerRecord.losses property is incremented instead of playerRecord.wins. Similarly, when the player loses a duel, the playerRecord.wins property is incremented instead of playerRecord.losses.

Steps to reproduce:

1. Start the server by running node server.js
2. Make a POST request to the /api/duel route with the following JSON payload:

```
{
```

```
"compDuo": [{ "health": 10, "attacks": [{ "damage": 5 }, { "damage": 5 }] },  
  { "health": 10, "attacks": [{ "damage": 5 }, { "damage": 5 }] },  
  "playerDuo": [{ "health": 5, "attacks": [{ "damage": 10 }, { "damage": 5 }] },  
    { "health": 5, "attacks": [{ "damage": 10 }, { "damage": 5 }] }  
  ]  
}
```

3. Observe the response from the server, which should be "You won!"
4. Make a GET request to the /api/player route

Observe the response from the server, which should be an object with the following properties:

```
{  
  "wins": 0,  
  "losses": 1  
}
```

Expected result:

The playerRecord.wins property should be incremented by 1 and the playerRecord.losses property should remain unchanged.

Actual result:

The playerRecord.losses property is incremented by 1 and the playerRecord.wins property remains unchanged.

Notes:

- I am using the latest version of the server code.
- I am running the server on a Windows 10 machine with Node.js version 14.15.0.