

Test Case:

Title: Player Wins the Game

Description:

Verify that the game ends when the player wins three times.

Test Steps:

1. Play duels until the player wins three times.
2. Check the response messages from the server.
3. After the third win, verify that the server sends a congratulatory message and resets the player's record for a new game.
4. Continue playing duels after the game ends and ensure that the wins and losses are being tracked correctly for the new game.

Expected Result:

The game should end after the player wins three times. The server should send a congratulatory message, reset the player's record, and allow the player to start a new game.

Bug Report:

Bug Title: Incorrect Record Update in Duel Outcome

Bug Description:

When the player wins a duel, the `wins` count is incremented twice instead of once.

Steps to Reproduce:

1. Play a duel and win.
2. Check the player's record using the `/api/player` endpoint.

Actual Result:

The `wins` count is incremented twice.

Expected Result:

The `wins` count should be incremented only once when the player wins a duel.

Test Plan:

Objective:

Ensure the overall functionality of the Duel Duo game, including duels, game-ending conditions, and record tracking.

Test Scenarios:

1. Normal Duel:
 - Play a duel and verify that the wins and losses are updated correctly.
2. Player Wins Three Times:
 - Play duels until the player wins three times.
 - Verify that the game ends with a congratulatory message.
 - Check that the player's record is reset for a new game.
3. Record Reset for New Game:

- Play a duel after winning the game.
- Verify that the wins and losses are being tracked for the new game.

4. Player Loses Three Times:

- Play duels until the player loses three times.
- Verify that the game ends with appropriate messages.
- Check that the player's record is reset for a new game.

5. Edge Cases:

- Test with various edge cases, such as playing a duel when the player has zero wins or losses.

Environment:

- Browser: Chrome, Firefox, Safari
- Operating System: Windows, macOS