

Duel Duo

Manual Testing - Summary

Critical

Non-Critical

Functional

Initialization

- * Game Initializes Properly

Button Tests

See All Bots

- * Fails to display any Bots
- * Results in a Server Error
 - * ERROR GETTING BOTS ReferenceError: botsArr is not defined
 - * at /Users/danielbeilfuss/Downloads/assessment-qa-devops/server.js:43:26

Draw - Successfully Loads 5 Random Bots to choose from

Add to Duo - Successfully Adds to Duo

Remove from Duo - Successfully Removes from Duo

Duel - Successfully has the bots duel & delivers results

Play Again

- * Successfully resets the screen to the draw screen
- * Fails to remove the 'Your Duo' <h2>
- * Would be better to return to state after press of 'draw button' rather than clear back to the beginning

Refresh Button

- * Fails to Reset the scores

Player Feedback

Score

- * Player Wins are inaccurately recorded as a loss on the scoreboard
- * Player Losses are recorded correctly

Duel

- * Very Difficult to know whether player accurately wins or loses - Needs more feedback

Too Many Bots

- * Successfully prevents player from added too many bots, with alert message