

Part 2: Manual Testing

- Test button functionality
 - Does 'See All Bots' button display all bots?
 - Does 'Draw' button display bots to draw?
 - Does 'Play again' reset game?
 - Does the 'Duel' button initiate a duel?
- Test game functionality
 - do the correct win/lose messages display?
 - does the 'wins' counter work correctly?
 - does the 'losses' counter work correctly?

TEST CASE 1: This test checks if clicking the 'See All Bots' button display all bots.

1. Navigate to <http://localhost:3000/>
2. Click on "See All Bots" button

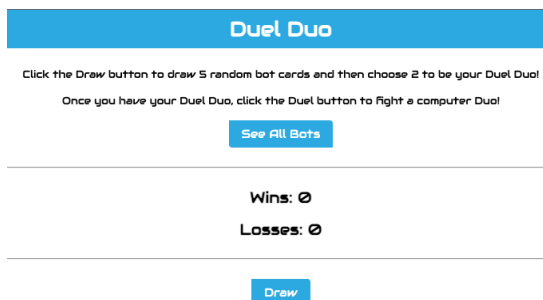
BUG REPORT 1:

Description:

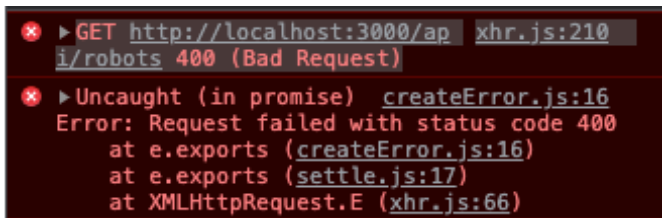
Clicking on 'See All Bots' button results in nothing happening in the browser.

Expected Result: All bots should display.

Actual Result: Nothing is displayed



Console Log:



Local Dev Terminal: 'ReferenceError: botsArr is not defined'

```
ERROR GETTING BOTS ReferenceError: botsArr is not defined
    at /Users/tomas/Desktop/Devmountain/Assessments/assessment-qa-devops/server.js:18:30
    at Layer.handle [as handle_request] (/Users/tomas/Desktop/Devmountain/Assessments/assessment-qa-devops/node_modules/express/lib/router/layer.js:95:5)
    at next (/Users/tomas/Desktop/Devmountain/Assessments/assessment-qa-devops/node_modules/express/lib/router/route.js:137:13)
    at Route.dispatch (/Users/tomas/Desktop/Devmountain/Assessments/assessment-qa-devops/node_modules/express/lib/router/route.js:112:3)
    at Layer.handle [as handle_request] (/Users/tomas/Desktop/Devmountain/Assessments/assessment-qa-devops/node_modules/express/lib/router/layer.js:95:5)
    at /Users/tomas/Desktop/Devmountain/Assessments/assessment-qa-devops/node_modules/express/lib/router/index.js:281:22
    at Function.process_params (/Users/tomas/Desktop/Devmountain/Assessments/assessment-qa-devops/node_modules/express/lib/router/index.js:335:12)
    at next (/Users/tomas/Desktop/Devmountain/Assessments/assessment-qa-devops/node_modules/express/lib/router/index.js:275:10)
    at jsonParser (/Users/tomas/Desktop/Devmountain/Assessments/assessment-qa-devops/node_modules/body-parser/lib/types/json.js:110:7)
    at Layer.handle [as handle_request] (/Users/tomas/Desktop/Devmountain/Assessments/assessment-qa-devops/node_modules/express/lib/router/layer.js:95:5)
```

TEST CASE 2: This test checks to see if the 'wins' counter work/display correctly.

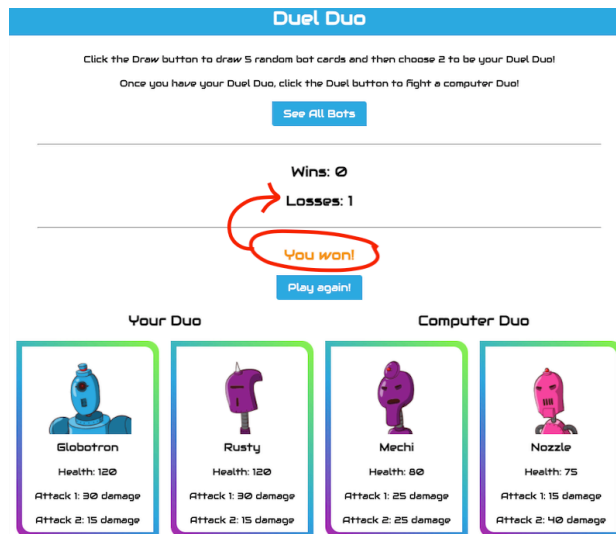
1. Navigate to <http://localhost:3000/>
2. Click the 'draw' button
3. Click 'Add to Duo' button on two different robots to add to your duo
4. Click 'Duel' button to duel
5. Repeat steps 2-5 as necessary in order to achieve a 'You won!' message
6. Note whether the 'Wins' and 'Losses' counter logs correctly.

Bug Report:

Description: Wins/Losses counter does not display correctly

Expected Result: Upon winning a round, counter should display a "1" in the "Wins" counter.

Actual Result: Upon winning a round, the counter indicates to the user they earned a "Loss" and only increments wins/losses in the Losses counter.



Console Log: No errors displayed



Local Dev Terminal: No errors displayed

```
tomas@Tomass-Mac-mini assessment-qa-devops % nodemon
[nodemon] 2.0.14
[nodemon] to restart at any time, enter `rs`
[nodemon] watching path(s): *.*
[nodemon] watching extensions: js,mjs,json
[nodemon] starting `node server.js`
Listening on port 3000
```