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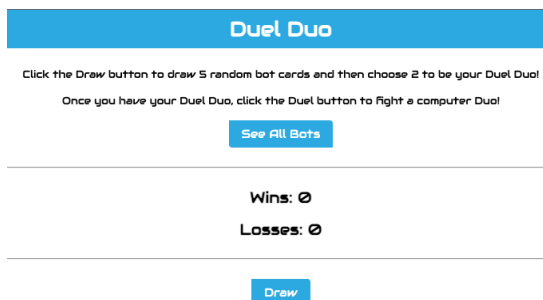1. Navigate to http://localhost:3000/
2. Click on "See All Bots" button

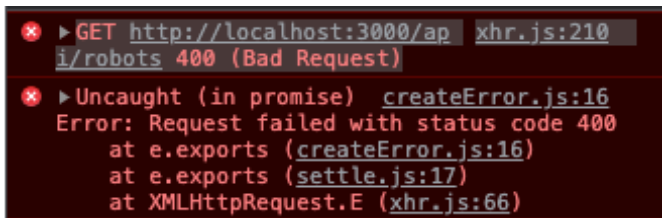**BUG REPORT 1:**
Description:
Clicking on 'See All Bots' button results in nothing happening in the browser.
Expected Result: All bots should display.
Actual Result: Nothing is displayed

Console Log:

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

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.
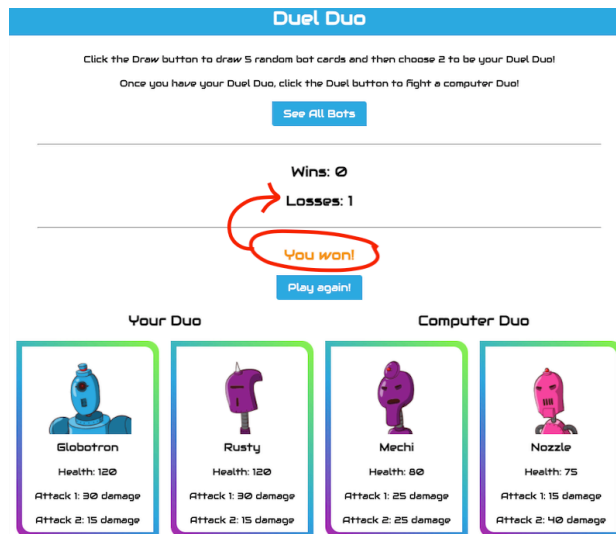
Console Log: No errors displayed

Local Dev Terminal: No errors displayed