

Test Plan: Game Testing

Test Objective: To ensure the game functions correctly and without errors.

Test Cases:

- Does the game start without any errors?
- Does the game display all the necessary components on the screen?
- Can the player interact with the game buttons as expected?
- Does the game respond correctly to player actions?
- Does the score update correctly when winning or losing a duel?
- Does the game end correctly when a win or loss condition is met?
- Does the game restart correctly after ending?

Test Case: Does the score update correctly?

Test ID: 001

Test Objective: To verify that the score updates correctly

Test Steps:

1. Start a new game by typing in “npm start” in the terminal.
2. Take note of the initial score displayed in the game.
3. Click the Draw button to start the round.
4. Choose two characters and hit “Duel!”
5. If the game says “You Won”, verify that the player score (Wins) updates by + 1.
6. If the game says” You Lost”, verify that the Losses score updates.
7. Continue playing for a few wins and losses.
8. Verify that the final score displayed in the game matches the total score obtained from all the actions performed.

Test Result: Pass/Fail

Bug Report: Incorrect Score Update

Bug ID: 001

Bug Summary: The score is not updating correctly when winning or losing a duel in the game.

Bug Severity: Moderate Bug Description: When playing the game and winning or losing a duel, the score displayed in the game does not update correctly. Only the Losses value increases whether you win or lose.

Steps to Reproduce:

1. Start a new game by typing in “npm start” in the terminal.
2. Take note of the initial score displayed in the game.
3. Click the Draw button to start the round.
4. Choose two characters and hit “Duel!”
5. If the game says “You Won”, verify that the player score (Wins) updates by +1.
6. If the game says “You Lost”, verify that the Losses score updates.
7. Repeat steps 4 to 6 multiple times with different duel outcomes.
8. Verify that the final score displayed in the game matches the total score obtained from all the actions performed. Expected Results: The score should update correctly each time a duel is won or lost, increasing or decreasing by one as expected.

Actual Results: The score does not update properly. Only the Losses value increases.