## **Employee Duo Test Plan**

Test the functionality of the app.

Links: http://localhost:3000/

### **Test Criteria:**

- 'See All Bots' button displays a list of bot cards for the user
- 'Add to Duo' button adds selected bot to list at the bottom of the screen
- 'Duel' button takes you to the next screen and allows the bots to battle
- Win or loss message is displayed in the UI
- Wins and losses are recorded and saved appropriately in the UI
- 'Play Again' button takes you back to the home screen to restart the game

## **Entry Criteria:**

- Test criteria provided
- Running version provided for testing
- Computer for testing and live server using Nodemon

### **Exit Criteria:**

- All hight priority tests have passed
- The allotted time is up

## Other Details:

# Restarting the Game Test

**Description:** This test will verify that the user is able to restart the game by clicking the 'Play again!' button after successfully completing a duel.

## Steps:

- After completing the 'Begin Duel' test, verify that there is a message in the middle of the screen indicating whether you won or lost
- 2. Verify that the Win/Loss counter in the middle of the screen incremented appropriately (e.g. if you won, the 'Wins' value should increment by 1)
- 3. Click the 'Play again!' button located in the middle of the screen

## **Test Postconditions**

- The user should be taken back to the home screen and the URL should read "http://localhost:3000/"
- Wins and losses should be recorded appropriately in the UI

## See All Bots Bug Report

**Description:** When clicking the 'See All Bots' button at the top of the page, no discernable change is made in the UI.

## **Steps to Reproduce:**

- 1. Run Nodemon in local directory where Duel Duo is stored
- Navigate to home page: <a href="http://localhost:3000/">http://localhost:3000/</a>
- 3. Click on the 'See All Bots' button located at the top of the page

#### Actual Result:

No visible change in the UI; 400 error in the console with the log:

```
localhost/:1 Uncaught (in promise)
o {message: 'Request failed with status code 400', name: 'AxiosError', code:
'ERR_BAD_REQUEST', config: {...}, request: XMLHttpRequest, ...}
code: "ERR_BAD_REQUEST"
config: {transitional: {...}, transformRequest: Array(1), transformResponse:
    Array(1), timeout: 0, adapter: f, ...}
message: "Request failed with status code 400"
name: "AxiosError"
request: XMLHttpRequest {onreadystatechange: null, readyState: 4, timeout: 0, withCredentials: false, upload: XMLHttpRequestUpload, ...}
response: {data: 'Bad Request', status: 400, statusText: 'Bad Request', headers: {...}, config: {...}, ...}
[[Prototype]]: Error
```

#### **Environment:**

MacOS Monterey Version 12.3

• Chrome version Version 101.0.4951.41 (Official Build) (arm64)

