**Duel Duo Test Plan**

**Overview:**

Test functionality of gaming application.

Local link: <http://localhost:3000/>

Deployed link:

**Test Criteria:**

Ensure that the game displays when launched.

Make sure that the “See All Bots” button works when selected.

Make sure that the Player is able select/add a robot.

Make sure that all of the buttons turn from blue to orange when it is hovered over.

Make sure that the Player is able to select/add two robots as instructed.

Make sure that the game starts when the Duel button is selected/clicked on.

Make the Wins and Loses score for the Player vs the Computer is displayed when the dueling match is complete.

Ensure that when the Player selects the “Play Again!” button allows the Player to play again.

Ensure that an alert of, “You can only choose two bots” is displayed when more than two robots are selected.

Ensure that no additional action can be taken when the Duel button has been selected and the match has begun.

Ensure that a Player can remove a robot when the “Remove Duo” button has been selected.

Make sure that if a robot is removed, that the removed robot is returned to the end of the available Robot cards.

Ensure that available robots are reduced by the number selected, once the robot has been added to the player’s Duo section.

Ensure that the game results and robot health stats are displayed for both the Player’s robots vs the Computer’s robot.

**Entry Criteria:**

The documented test criteria

Access to the game application

Device for testing

**Exit Criteria:**

All tests have passed

**Other details:**

Environment

**Test Case**

This test will verify that the player will be able to play multiple times (consecutively).

**Steps:**

1. Navigate to the Duel Duo game (locally: <http://localhost:3000/>)
2. Click on the blue “Draw” button. This button should turn orange when it is hovered over.
3. Select two of the desired robots from the robots displayed. Click the blue “Add to Duo” button for each desired robot selection. This button should turn orange when it is hovered over.
4. Click on the blue “Duel!” Blue button to being the Dueling. This button should turn orange when it is hovered over.
5. Once the game updated results (will appear as Wins and Losses) are displayed, click on the blue “Play again!” button. This button should turn orange when it is hovered over.
6. Continue these steps for testing and document the expected, actuals, and any bugs found.

**Bug Report**

The game score/results are not updating properly. For all of the Player’s winning points, they are not updating as wins and the wins are being updated as losses.

**Steps to reproduce:**

1. Navigate to the Duel Duo game (locally: <http://localhost:3000/>)
2. Click the blue “Draw” button.
3. Select to two robots of choice by clicking “Add to Duo” for each robot.
4. Both robot selections should display under the Your Duo header.
5. Click the blue “Duel!” button.
6. The Dueling… notice will display.
7. Then the results of the game display by stating, “You lost!” or “You won!”.
8. The game results are also displayed as numerical points.

Expected Results

* When a Player wins a match the “Wins” field should be updated incrementally.
* When a Player losses a match the “Losses” field should updated incrementally

Actual Results

* When a Player wins, the “Losses” are updated incrementally added.
* When a Player losses, the “Losses” are properly updated incrementally.

Environment

* Chrome version 95.0.4638.69

Attachment/Screenshot of the bug is included in this document on the next page.

Screenshot of the dueling match results improperly stated:

