

Test Plan for Duel Duo Game Testing

Objective: Ensure the game functions as expected, and there are no critical bugs affecting the user experience.

Testing Environment:

Browser: Chrome Chrome is up to date
Version 119.0.6045.160 (Official Build) (64-bit)

Microsoft Edge
Version 119.0.2151.72 (Official build) (64-bit)

Operating System: Windows 11

Testing Types:

Functionality Testing: Ensure all game features work as intended.

Compatibility Testing: Check if the game runs smoothly on different browsers.

Usability Testing: Evaluate the overall user experience.

Performance Testing: Assess the game's responsiveness and loading times.

Test Scenarios:

a. Game Loading:

Test: Open the game URL.

Expected Result: The game loads without errors, and the main menu is displayed.

b. Gameplay:

Test: Play a complete round of the game.

Expected Result: The game progresses smoothly, and all actions (e.g., player moves, scoring) work correctly.

c. Browser Compatibility:

Test: Run the game on different browsers (Chrome, Edge).

Expected Result: The game functions consistently across browsers.

Test: Navigate through all game functions.

Expected Result: Functions feel natural, and buttons/links respond appropriately.

Bug Documentation:

Bug 1: Description: Player score not showing wins after a win occurs.

Steps to Reproduce: Play a level and check the score.

Actual Result: Score only count every game played as losses regardless of wins.

Expected Result: Score should be counted as a win after completing a winning game(s).

Bug Resolution:

Bug 1: Investigate the scoring mechanism and update logic to ensure the correct calculation of scores.

Retesting:

After bug fixes, rerun the winning calculation test to ensure wins are stored and displayed have been successfully resolved.

Bug Report:

Title: Player Winning Score Not Updating

Description: After completing a level, the player's score remains unchanged.

Steps to Reproduce:

Launch the game.

Play and complete a battle.

Check the score on the game interface.

Actual Result: The win score does not increase after completing a winning battle.

Expected Result: The player's score should increment upon successful completion of a battle.

Severity: High (Impacts score functionality)

Bug 2 Description: Users cannot see entire roster of robots included in the game.

Steps to Reproduce: Press the 'See All Bots' button and check to see if all robots appear.

Actual Result: No robots appear upon clicking the button and/or nothing happens.

Expected Result: All robots should be shown included in the game.

Bug Resolution:

Bug 2: Investigate the ability to see the entire roster of robots included in the game.

Retesting:

After bug fixes, rerun the test 'See All' button to ensure the identified bugs have been successfully resolved.

Bug 2 Report:

Title: User Unable to View Every Robot In Game

Description: After clicking on 'See All Bots' Button, game remains unchanged.

Steps to Reproduce:

Launch the game.

Play and complete a battle.

Check to see if there are different robots that appear in the game interface during multiple robot battles.

Actual Result: Robots do not always duplicate when clicking the 'Draw' button meaning that there are several other robots in the game and users cannot see them all at once before gameplay. .

Expected Result: The player's should have the option to see all robots in the game before choosing to play.

Severity: Medium(Impacts user choices)

Bug 3 Report:

Title: Game Score Does Reset to Zero When Page is Reloaded

Description: When Clicking Refresh Page Button Games Remain the Same.

Steps to Reproduce:

Launch the game.

Play several robot battles in the game.

Check to see if after a few game scores are collected, will the reload page function reset the user's game score to zero

Actual Result: Reloading page does not reset game score back to zero.

Expected Result: The player's should have the option to play a new game starting with all score visuals starting at zero.

Severity: Medium(Impacts the ability to begin a new game)