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 are intuitive, 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 test scenarios to ensure the identified bugs have been successfully resolved.

Example 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 core functionality)