

Test Plan

Overview:

- Test the functionality of the app

Links:

- <https://github.com/hs0161/module-6-assessment>

Test Criteria:

- Make sure the “See All Bots” button works
- 5 random bots are displayed when clicking “Draw” button
- Player is able to add a bot when clicking “Add to Duo” button
- Make sure “Duel” button works
- Scores should be properly displayed with the correct calculation
- Wins and Losses are recorded and displayed correctly
- Scoreboard is cleared when refreshing the app

Entry Criteria:

- Test criteria provided
- Run on most recent version of chrome (v110) for testing

Exit Criteria:

- All high priority tests have passed

Test Case

This test will verify that the scores are correctly displayed.

Steps:

1. Launch server using nodemon
2. Navigate to <http://localhost:4000>
3. Click “Draw” button
4. Select 2 bots by clicking “Add to Duo” button
5. Click “Duel” button
6. Verify the scoreboard is correct with the result of the duel
7. Click “Play again” button
8. Repeat steps 3-7 until player has won at least one game and lost at least one game

Test Post-Conditions:

- When player loses, scoreboard should correctly increase counter by 1
- When player wins, scoreboard should correctly increase counter by 1

Bug Report

Description:

- Player's Wins are not properly recorded on the scoreboard.

Steps to Reproduce:

1. Navigate to <http://localhost:4000>
2. Click "Draw" button
3. Select 2 bots by clicking "Add to Duo" button
4. Click "Duel" button
5. Verify the scoreboard is correct with the result of the duel
6. Click "Play again" button
7. Repeat steps 3-7 until player has won a game

Expected Result:

- When the player wins, Wins score should be displayed with the correct number.

Actual Result:

- Lose score continues to increase regardless if player wins or loses.

Environment:

- Google Chrome Version 110.0.5481.100
- MacOS Ventura 13.2.1

Attachment:

