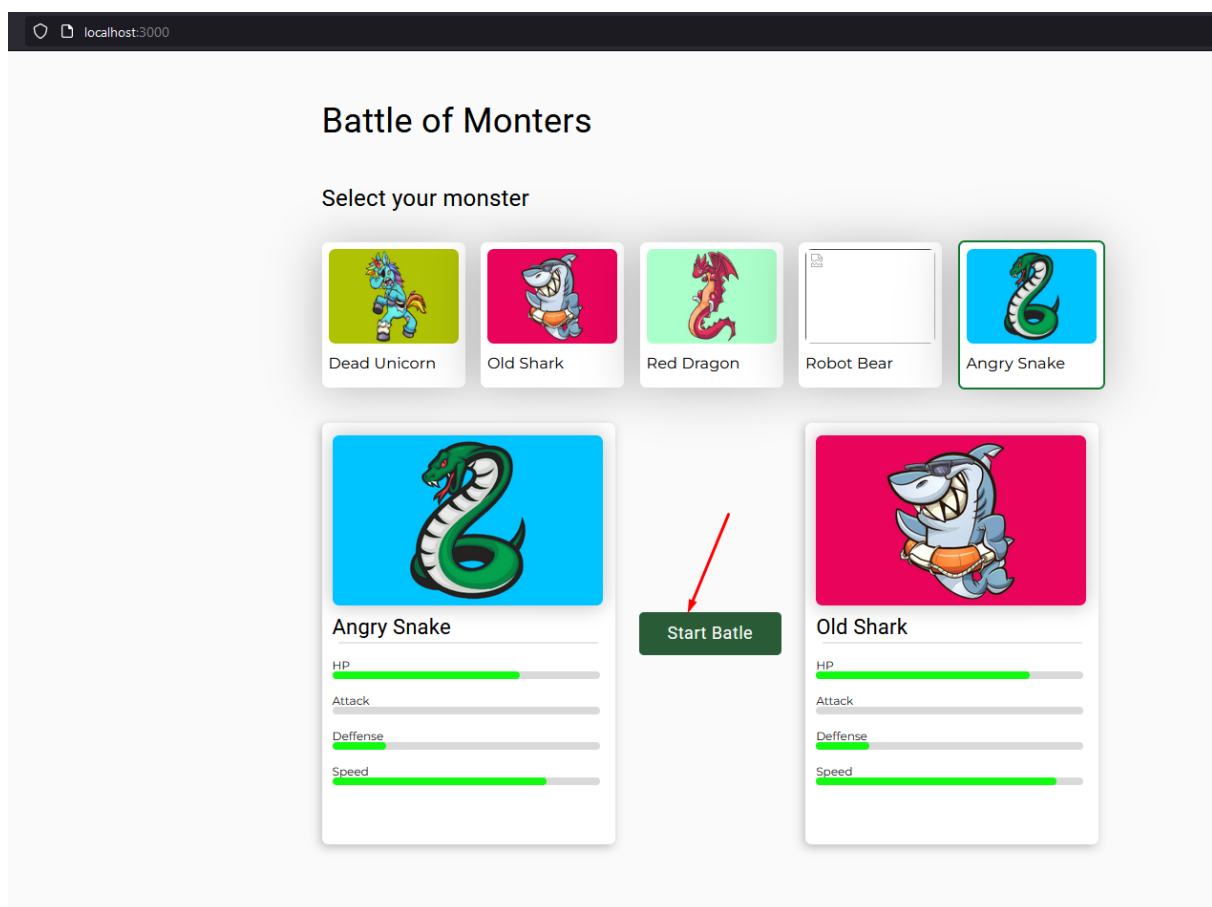


[Functional] “Start Battle” button is not working

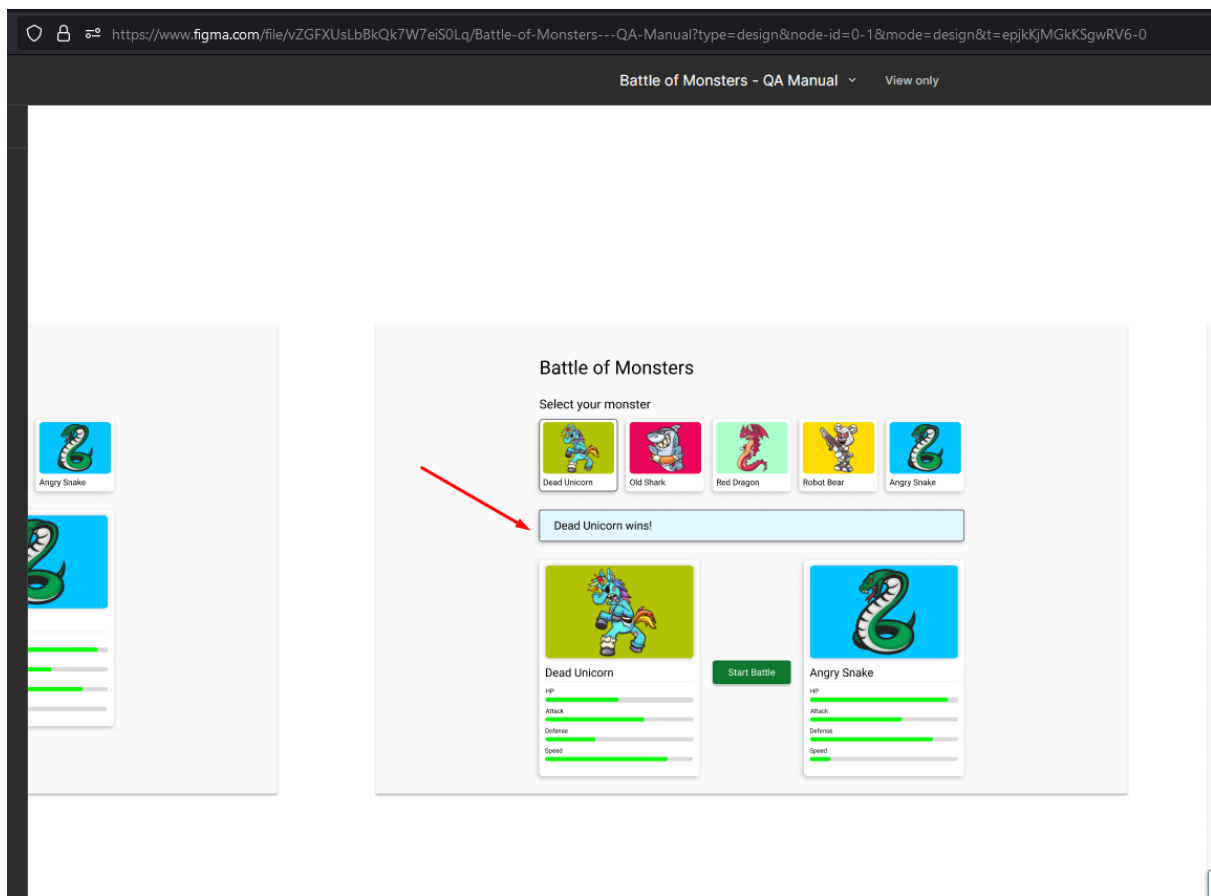
Description:

After choosing my Monster, I clicked on “Start Battle” button and the screen doesn’t show the winner like the Figma mockup is presenting.

Application printscreen:



Figma printscreen (what should appear after clicking on Start Battle button):



Steps to reproduce

1. Enter on Battle of Monsters application
2. On the first screen, it is possible to see all the monsters.
3. Choose “Angry Snake” as the monster
4. Click on “Start Battle” button
5. Nothing will happen (if you open the console, you will see a CORS error after clicking on this button)

Environment

localhost

Expected behaviour

It should show on the screen the winner of the fight, like the Figma printscreen that it put above.