Test Plan

Duel Duo Test Plan

Test Criteria:
- Overall functionality: Robot display, robot game functionality, wins/losses, refreshing the page
- all bots are displayed on the page upon clicking see all bots
- draw button displays 5 random robot cards
- 2 (and only 2) robots are able to be added to the players duo
- when the duel button is clicked, there is a return of a result of you won or you lost
- The numbers on the robot cards for both sides results in correct math and a correct result
- The wins log is incremented if the player wins
- the loses log is incremented if the player loses
- When play again is clicked, the page resets everything below the wins/losses section
  - the draw button is present again
- When the page is refreshed, everything is reset to default:
  - all of the bots are hidden in see all bots
  - wins and losses are back to 0
  - only the draw button is present in the game play section of the page

Entry Criteria:
- Test criteria provided
- Running version is provided for testing
- computer for testing

Exit Criteria:
- All functionality and priority tests are passed
- allotted time for testing is up

Other Details:
- Environment
- Should run on any modern browser and be fully functional
- Chrome is the recommended browser

Test Cases Examples

Case 1
This test will check to see if the see all bots button reveals a list of bots when it is clicked

Steps
1. Navigate to localhost:3000 (the game's homepage)
2. Click on the See All Bots button

Test Postconditions
- The screen should display all of the potential robot cards that exist in the local database

Environment:
- browser: chrome
- OS: macOs

Comments:
- test failed in the environment
- there was no action that occurred when the button was clicked
- OS: macOs
- browser: Chrome version 96

Case 2:
This test will check to see if the draw button will display a list of 5 random robots and if they are truly different every time.

Steps
1. Navigate to localhost:3000
2. Click on the draw button
3. keep track of the 5 robots cards that are displayed on thee page
4. refresh the page
5. click on the draw button again and keep track of the 5 robots displayed on the page
6. refresh the page
7. click on the draw button again and keep track of the 5 robots displayed on the page

Test Postconditions
- The screen should display 5 robot cards at step 2

- At step 4 and 6 the screen should display another set of robot cards that differs from previous clicks of draw
- Not all of the cards will differ but at least one of the 3 collections should have some different cards or the cards displayed in a different order

Environment:
- browser: chrome
- OS: macOs

Comments:
- test ran successfully on environment
- OS: macOs
- browser: Chrome version 10.3

Bug Reports

Bug Report 1

The see all button does not display all of the robots that are in the local database.

Steps to reproduce the bug
1. Navigate to localhost:3000 (the game's homepage)
2. Click on the See All Bots button

Expected Result
- The screen should display a set of 10 robot cards when you click the button

Actual Result
- The screen remains unchanged.
- No bots are displayed.

Environment
- System: MacOs Monterey 12.4
- Browser: chrome 10.3

Bug Report 2

Refreshing the page does not reset the wins/losses

Steps to reproduce the bug

1. Navigate to localhost:3000 (the game's homepage)
2. Click on the draw button
3. Click on the add to duo button of one robot
4. Click on the add to duo button of a second robot
5. Click on the duel button
6. The "wins or losses" should have incremented one time
7. refresh the page
8. the single increment should still be present in the wins and losses section

Expected Result

- Upon clicking the refresh page after playing the game, the page should display wins: 0, losses: 0

Actual Result

- The incremented wins/losses remains displayed on the page

Environment

- System: MacOs Monterey 12.4
- Browser: chrome 10.3