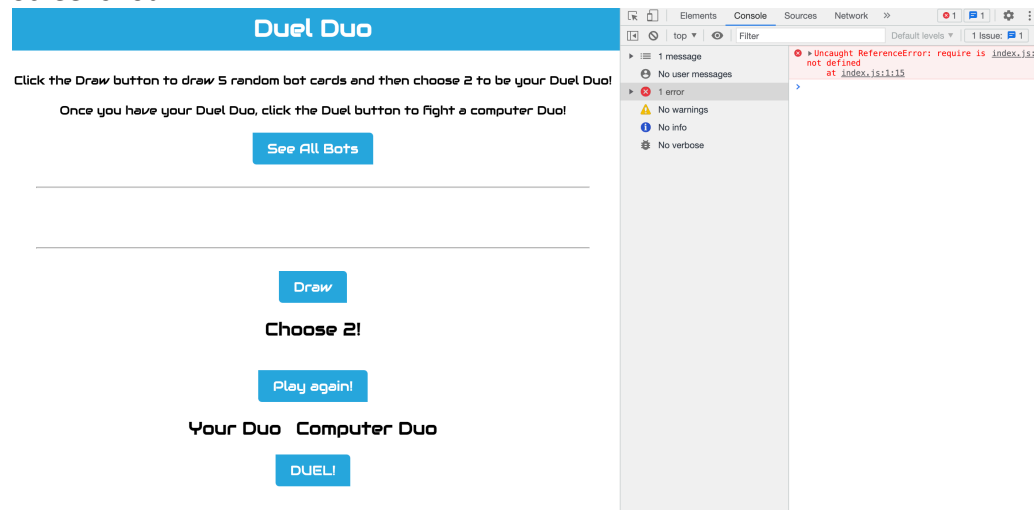


## Test cases:

1. Test Case: This test will verify that the draw button is working to draw 5 random bots.
  - a. Navigate to <http://localhost:3000/>
  - b. Click Draw button
  - c. 5 random bots should be displayed (pulled from the shuffleArray(bots))
  - d. App should allow user to select 2 bots for battle.
  - e. After duel is complete clicking play again should reset and allow user to Draw again and get another 5 random bots to choose from.
2. Bug Report: API Server data not coming through as expected.
  - a. Steps to reproduce: run nodemon and view console log in browser. Uncaught ReferenceError: require is not defined.
  - b. Expected result: No errors. Data to be retrieved when clicking on buttons.
  - c. Actual result: Resolved other bugs by completing server setup and updating middleware points. Attempted to require axios in index.js. to clear other axios error. However, Data is still not working correctly: in review of the console log the api end points are not coming through as expected. Reviewed code for typos and none found. <http://localhost:3000/> is correct. Unknown resolution.
  - d. Environment: Chrome version 102.0.5005.115
  - e. Screenshot:



3. Test Case: This test will verify the duel button works as expected.
  - a. After selecting bots from the Draw button, should see your 2 bots and the computer bots and these are added to their respective arrays on the back end for attack functions to run appropriately. Next click the duel button.
  - b. Should get a dueling message.
  - c. Duel button should become hidden. Bots are then ran through function that compares object data for the win. Timed out expected for 1.5 seconds.
  - d. After duel is completed and results are displayed, The play again button should become unhidden to reset.