

There are at least 3 known bugs in this game. Draft a plan to test the game, conduct your testing, and document any bugs that you find. Keep track of your testing documentation (plan, cases, and bugs) in a Google doc, Trello, or something similar.

Make sure you play enough times to lose at least once and win at least once.

You need to write at least 1 test case, 1 bug report, and 1 other piece of documentation (a test plan, another case, or another bug report).

When you have finished this section, download your document as a PDF/png, and save it to your project folder.

Bugs:

- The win/loss tally doesn't add up correctly.
- See All Bots button doesn't work.
- Visual bug with the "Add to duo" button showing too low. Specifically in Prime information drone, and Self aware garbage android.

Test case:

- Let's make sure we can remove a bot from the Duo.
 - First, click "Duel" to generate your 5 cards
 - Click "Add to Duo"
 - When the card populates, click "Remove from Duo"

Documentation:

- Manually testing an encounter
- 195 150 - HP
- 40 30 - 1st Attack
- 165 110 - HP
- 65 80 - 2nd Attack
- 85 45 - HP
- 40 30 - 3rd Attack
- 55 5 - HP
- 65 80 - 4th Attack
- Both died...
- It doesn't really explain how the turns are based and who's attacking who.
- Also, why would you put two bots head to head. It seems the program is just tallying up the total score of both cards.