Test Case 1:

Title: Test Duel Outcome Calculation

Objective: Verify that the outcome of a duel between two robots is calculated correctly according to the game's rules.

Steps:

1. Start the game by clicking the "Draw" button.
2. Select two robots from the displayed options.
3. Let the computer select two robots.
4. Initiate the duel by clicking the "Duel" button.
5. Calculate the total health and attack damage for each robot, considering their respective attributes.
6. Subtract the attack damage of the attacking robot from the health of the defending robot.
7. Compare the remaining health of both robots.
8. Determine the winner based on the robot with higher remaining health.
9. Repeat steps 1-8 multiple times with different combinations of robots.

Expected Result: The winner of each duel is determined correctly based on the calculated health and attack damage of the robots.

Bug Report 1: Incorrect Duel Outcome Calculation

Description: After multiple rounds of playing the game, it was observed that the outcome of duels between robots is not calculated correctly according to the game's rules. Specifically, each round increments the loss column.

Code To Be Corrected:

Assessment6/src/server.js app.post(“/api/duel) route line 72 playerRecord losses += 1;

Test Case 2:

Objective: Verify the outcome of seeing all bots.

Steps:

Start the game by clicking the "See All Bots" button.
Verify all robots are displayed.

Expected Result: Expect all robots to be displayed on the screen.

Bug Report 2: Robots are not Displayed after the click of the “See All Bots” Button.

Code to be corrected:

Assessment6/src/server.js app.get(“/api/robots/”) route line 40
res.status(200).ssend(botsArr)

Test Case 3:

Objective: Verify game resets after the game is completed and the “Play again” button is clicked.

Bug Report 3: Wins and Losses results do not reset to 0 after the “Play again” button is clicked.

Steps to Reproduce:

Start the game by clicking the "Draw" button.
Select two robots from the displayed options.
Let the computer select two robots.
Initiate the duel by clicking the "Duel" button.
Observe the wins and losses results.
Clicked the “Play again” button.

Description: After playing the game, it was observed that the wins and losses results do not reset to 0 after the “Play again” button is clicked.

Code To Be Corrected:

Assessment6/public/index.js reset function lines 151 and 152 winsText.textContent =;,
lossesTest.textContent =;