

## 1. Overview:

- We are to find the 3 bugs in the app.
- Use test functions to do it .

## Test Criteria:

- Game loads up properly.
- See All Bots shows what bots are available to play.
- Win and losses count properly when you win or lose.
- Draw button is working to draw out 5 cards.
- Selecting 2 cards works.
- Able to fight against a computer player.

## Entry Criteria:

- Tests coded to work to find the problem.
- Computer for testing.

## Exit Criteria:

- Tests have passed.

## 2. The unknown bugs I found are:

- When you win, the duel still counts it as a loss.
- When you press See All Bots it doesn't work.

ERROR GETTING BOTS ReferenceError: botsArr is not defined

at

C:\Users\Micha\OneDrive\Documents\DevMountainProjects\Eleventh\_and\_Twelth\_Weeks\Assessment\_6\server.js:46:26

at Layer.handle [as handle\_request]

(C:\Users\Micha\OneDrive\Documents\DevMountainProjects\Eleventh\_and\_Twelth\_Weeks\Assessment\_6\node\_modules\express\lib\router\layer.js:95:5)

at next

(C:\Users\Micha\OneDrive\Documents\DevMountainProjects\Eleventh\_and\_Twelth\_Weeks\Assessment\_6\node\_modules\express\lib\router\route.js:144:13)

at Route.dispatch

(C:\Users\Micha\OneDrive\Documents\DevMountainProjects\Eleventh\_and\_Twelth\_Weeks\Assessment\_6\node\_modules\express\lib\router\route.js:114:3)

at Layer.handle [as handle\_request]  
(C:\Users\Micha\OneDrive\Documents\DevMountainProjects\Eleventh\_and\_Twelth\_Weeks\Assessment\_6\node\_modules\express\lib\router\layer.js:95:5)  
at  
C:\Users\Micha\OneDrive\Documents\DevMountainProjects\Eleventh\_and\_Twelth\_Weeks\Assessment\_6\node\_modules\express\lib\router\index.js:284:15  
at Function.process\_params  
(C:\Users\Micha\OneDrive\Documents\DevMountainProjects\Eleventh\_and\_Twelth\_Weeks\Assessment\_6\node\_modules\express\lib\router\index.js:346:12)  
at next  
(C:\Users\Micha\OneDrive\Documents\DevMountainProjects\Eleventh\_and\_Twelth\_Weeks\Assessment\_6\node\_modules\express\lib\router\index.js:280:10)  
at cors  
(C:\Users\Micha\OneDrive\Documents\DevMountainProjects\Eleventh\_and\_Twelth\_Weeks\Assessment\_6\node\_modules\cors\lib\index.js:188:7)  
at  
C:\Users\Micha\OneDrive\Documents\DevMountainProjects\Eleventh\_and\_Twelth\_Weeks\Assessment\_6\node\_modules\cors\lib\index.js:224:17

**3. Third Case is when the win/ losses don't work properly for the game to calculate any wins. It only gives you losses every time.**

-navigate to \_\_tests\_\_

-make a test file to put correct test information to find where the issue is

```
if (compHealth > playerHealth) {  
  rollbar.log('Player One Duel.')  
  playerRecord.losses += 1;  
  res.status(200).send("You lost!");  
} else {  
  rollbar.log('Player One Duel.')  
  playerRecord.losses += 1;  
  res.status(200).send("You won!");  
}  
} catch (error) {  
  rollbar.error("ERROR DUELING", error);  
  console.log("ERROR DUELING", error);  
}
```

```
res.sendStatus(400);  
next();  
}  
});
```

Has it where it goes into the player record and goes into losses whether you win or lose. You can see that in this documentation. Where it got coded wrong.