

Test case 1

Description: This test case verifies that the Draw button works as expected and displays 5 random bot cards when clicked.

Steps:

1. Open a web browser and navigate to localhost:8000.
2. Locate and click on the Draw button.
3. Observe the number and type of bot cards displayed on the screen.
4. Refresh the web browser.
5. Repeat steps 2 and 3.

Test postconditions:

- The Draw button is functional and responsive.
- The application displays 5 random bot cards every time the Draw button is clicked.
- The bot cards are different or refreshed after reloading the web browser and clicking the Draw button again.

Test case 2

Description: Verify that the user can only select two bot cards for a duel with computer players.

Steps:

1. Launch the web browser and go to localhost:8000.
2. Find and click on the Draw button.
3. Check the number and type of bot cards that appear on the screen.
4. Click on the "Add to Duo" button to choose two bot cards.
5. Try to click on a third bot card and verify that the message "You can only choose two bots!" is displayed.
6. Refresh the page and repeat steps 2 to 5.

Test postconditions:

1. The user has two bot cards selected for a duel.
2. The third bot card is not selectable and shows the message "You can only choose two bots!"
3. The user can start the duel or remove from duo.

Bug report:

Bug 1:

Description: The website does not display the outcome of the duel after adding players and click Duel!

Steps to reproduce:

1. Open the browser's inspect tool.
2. Read the console output.
3. Locate the bug area in the code.
4. Go to index.js line 139.

Expected result:

The website should show a message saying "You Won" or "You Lose" after the duel.

Actual result:

The website keeps dueling and no message appears.

Environment:

Chrome browser 121

Mac OS

Bug 2:

Description: Losses count keeps adding 1 even player won the game

Steps to reproduce:

1. Open search bar in VS code
2. Search for Losses
3. Find the Bug at index.js
4. At line 89: `playerRecord.losses += 1`; should be edited to `playerRecord.wins += 1` since this statement is under condition that `compHealth <= playerHealth`;

Expected result:

When player won, Wins count has to be +1

Actual result:

When player won, Losses count plus 1

Environment:

Chrome browser 121

Mac OS

