

Game Test Plan

Objective:

The objective of this test plan is to identify, and document known bugs in the Duel Duo game. The testing will involve playing the game multiple times to ensure that it functions as expected and to identify any issues with the game logic, user interface, and server communication.

Test Environment: The test environment will consist of the locally hosted Duel Duo web application running on the latest version of Google Chrome.

Test Cases:

Test Case 1: Verify Duel Outcome

Description: This test case verifies that the duel outcome is calculated correctly based on the health and attack damage of the robots in both Duel Duos.

Steps:

Start the Duel Duo game.

Click the "Draw" button to get five random bots for selection.

Choose two bots for the player's Duel Duo and let the computer choose its Duel Duo.

Click the "DUEL!" button to initiate the duel.

Expected Result: The game should accurately calculate the duel outcome based on the total health and attack damage of the robots in both Duel Duos. The winner should be displayed correctly in the results.

Bug Report:

Bug 1: Incorrect Loss Count

Description: After losing a duel, the player's loss count is not incremented correctly.

Steps to Reproduce:

Start the Duel Duo game.

Click the "Draw" button to get five random bots for selection.

Choose two bots for the player's Duel Duo and let the computer choose its Duel Duo.

Click the "DUEL!" button to initiate the duel.

The player loses the duel.

Observe the displayed loss count on the screen.

Actual Result: The loss count is incremented by two instead of one.

Expected Result: The loss count should be incremented by one after each loss.

Other Documentation:

Test Case 2: Verify Duel Button Visibility

Description: This test case verifies that the "DUEL!" button becomes visible only when the player has chosen two bots for their Duel Duo.

Steps:

Start the Duel Duo game.

Click the "Draw" button to get five random bots for selection.

Choose only one bot for the player's Duel Duo.

Expected Result: The "DUEL!" button should remain hidden until the player chooses two bots for their Duel Duo.

Testing Documentation:

Please note that this testing documentation is for illustrative purposes and may not reflect the actual behavior of the Duel Duo game. The actual testing results may vary based on the implementation and version of the game being tested.