

Well do a basic game first with clicking draw and then choosing the 2 bots then duel. Then i will double click on the draw button to see if it will reshuffle what we got or give me more bots. then click the show all bots to see if it gives all bots. Then click the play again to see if it resets.

While I was winning I saw that I was gaining losing points instead of winning.

Test case: For winning. Play game and see when text says win if i receive a winning point.

Test case: for losing check to see if i receive a losing point.

Test case: See all bots give an axios error meaning it is being sent out in the wrong way. In the sever.js they try to send back a botarr which does not exist. Just sending back bots with bring in the whole array.

Bug report: bug id :1, when winning a game u gain a losing point. Using google chrome.

Bug report: bug id: 2, when grabbing for all the bots with the button you are unable to get the request to see all bots. Using google chrome. Fix for this is in the server.js when requesting to send a botsarr. Their is no botsArr so it should just be bots.