

Paloma Rodriguez

Hackbright Assessment 6

2/23/2024

### *Draft Plan*

#### **Test Case 1 Functionality Test:**

**(Description: Purpose of functionality test is to ensure that the server has proper logic when used by the user, can be opened properly, can follow the directions given without any issues of unable to click a button although is instructing user to, if all goes well, is the winner and loser then calculated properly to show the correct winner)**

- Launch server (Does it start up properly?)
- Select two robots (Are you able to pick two without issues?)
- Computer also chooses two robots (Is it different each time or is it the same?)
- Winner and Loser (Is the health correctly evaluated?)

#### **Test Case 2 Battle Test:**

**(Description: Purpose of battle test is to ensure that each robot that was given to us was available to use and not just an empty space that gives us no response, does the battle make sense in sequence like pick robots, duel, duel is in progress, winner and loser is chosen and in this order)**

- Conduct one battle with at least each available robot selected once (Is it executed each time no issues?)
- Battle is in sequence (Does the battle make sense when played?)

#### **Test Case 3 Interface Test:**

**(Description: Purpose of interface test is to make sure all buttons work and have a function behind each one if needed be, does the website itself make sense and is there any issues with it or is there empty white space that makes the user question what to do next? Example button with no text indicating what it does etc. Also to ensure the overall intuitive of the website has a flow that can amass many people if given to)**

- Buttons all function (Does all the buttons on screen work?)
- Robots specifications (Does each robot have their own values displayed?)

## **Bugs Report:**

**Bug :** "See All Bots" Button has no response when selected

**(Description:** Button at the top of the main home page at introduction of server button "See All Bots" has no response when selected)

**(Steps to Reproduce:** Start server with nodemon server.js cmd., direct to local host 8000, when website is opened, use the mouse to hover and then select the button, no action occurs despite instruction above stating you should see all robots being listed)

**(Expected Result:** All available robots should appear)

**(Actual Result:** No action occurs)

**(Environment Section:** Home page/Main page)

**Bug :** When "Won" a battle, "Wins" is not updated to correct value and added to "Losses" value instead

**(Description:** There are two text variables above the battles where when duels are executed, the battles are not updated correctly to visually and accurately represent the current wins and losses)

**(Steps to Reproduce:** Start server with nodemon server.js cmd., direct to local host 8000, when website is opened, use the mouse to hover and then select the your robots, select the Duel button and allow progress to continue until you at least win once and lose once, once you actually win a match, the variable counter for Losses will go up by 1 instead of the value being directed under the Wins variable)

**(Expected Result:** When you win a match, the Win counter goes up by 1 duel, when you lose a match, the Losses counter goes up by 1 duel)

**(Actual Result:** Win is considered a loss and not properly accounted for)

**(Environment Section:** After battle execution page)

**Bug :** When refreshed, "Wins" and "Losses" is not reset

**(Description:** When refreshing the server page, opening and closing the page, the previous wins and losses is still current and not initialized back to 0)

**(Steps to Reproduce:** Start server with nodemon server.js cmd., direct to local host 8000, when website is opened, continue the program as normal and win one and lose one, when pressing the "refresh" icon on the website, the counter stays the same and is not initialized back to 0)

**(Expected Result:** Previous duels are emptied, and main home page is "wiped" and started anew)

**(Actual Result:** No action occurs, page stays the same)

**(Environment Section:** Home page/Main page)

