

Duel Test Plan

Overview:

Test the functionality of the app.

Test Criteria

- All buttons in UI work as expected
 - See All Bots
 - Draw
 - Add to Duo
 - Duel!
 - Play again!
- Results of duel update in UI correctly
 - “Dueling...” displays while calculating
 - You won/lost correctly displays and matches true results after the results
 - Win/loss total matches real results
 - Win/loss total persists across multiple games

Entry Criteria

- Test criteria provided
- Running version provided for testing
- Computer for testing

Exit Criteria

- All tests have passed

Other Details

- Chrome is recommended browser

Test Case

Description

This test will verify that the correct number of wins/losses is being reflected in the UI

Steps

1. Run server in terminal
2. Navigate to <http://localhost:4000/> in Chrome
3. Click draw
4. Add 2 robots to team
5. Click duel!

Test Postconditions

- If the duel was won, the UI should display "You won!"
- If the duel was won, the Wins: number should go up by won
- The above are also the same for losses

Bug Report

Description

Steps to Reproduce

1. Run server in terminal
2. Navigate to <http://localhost:4000/> in Chrome
3. Click draw
4. Add 2 robots to team
5. Click duel!
6. If you lost the duel, repeat steps 3-5 until it says "you won!"

Expected Result

- The wins: number should be 1

Actual Result

- The loss number went up by 1

Environment

- Chrome Version 108.0.5359.98
- macOS Monterey Version 12.6