TESTING BOTS

TESTING PLAN

Overview:

Test the duel bot website for bugs and functions that aren't working properly

Test Criteria:

-when clicking all bots button it should require all the bot cards for player.

- When winning a duel it should give a point to the player a winning point instead of losses.

- making sure it's a fair loss or win.

Entry Criteria:

-test criteria provided

-Run version to see if it runs correctly

-should be up to date

Exit Criteria:

- all functions should be working

Other details:

-localhost:3000

-running on port 3000

TEST S-1

When bots fight and player wins. It should be given a point for wins instead of losses

steps:

1. navigate to duel duos

2.pick two bots

3. click DUEL!

4. player should either receive win or loss

Test PostConditions:

-when winning a fight it should be granting the player a win instead of loss

-When playing and clicking duel it should be given a result of loss and granting the player a loss.

TEST S-2

When bots fight and player wins. It should be given a point for wins instead of losses

steps:

1. navigate to duel duos

2.pick two bots

3. click DUEL!

4. player should either receive win or loss

Test PostConditions:

-when winning a fight it should be granting the player a win instead of loss

-When playing and clicking duel it should be given a result of loss and granting the player a loss.

TEST S-3

When picking bots based on their features it should correctly duel against the computer bot to a win or lose

steps:

1. go to duel duo

2. choose 2 bots to play with strong health and ability

3. computer and player should duel

4. should be giving correct win or loss from duel based on health and ability of bots.

5. click play again and duel

6. choose bots with weak health and ability.

computer and player should duel

should be a loss if bot is weaker.

Test PostConditions:

-when playing a computer bot that is stronger than chosen player bots It always wins no matter what.

- Wins should always be fair based on ability and health

**Activity**