1. **Bug Report: Incorrect Win/Loss Calculation**

- **Description of the bug:** The game incorrectly calculates the winner of a duel.
- **Steps to Reproduce:**
    i. Start the game and draw robots.
    ii. Select two robots with high attack damage but low health.
    iii. Let the duel process.
- **Expected result:** The winner is calculated by adding the robot's total health and attack damage, then subtracting the other robot's attack damage from the defender's health.
- **Actual result:** The health calculation is incorrect, leading to wrong duel outcomes.
- **Environment sections:** Windows, Chorme

2. **Bug Report: "See All Bots" Functionality Not Displaying Bots**

- **Summary:** The "See All Bots" button does not display any bots as expected in the game interface.
- **Steps to Reproduce:**
    i. Navigate to the main page.
    ii. Without drawing or selecting any robots, click on the "See All Bots" button.
- **Expected Result:** All available bots (5 bots) should be displayed to the user.
- **Actual Result:** Clicking the "See All Bots" button does not display any bots. The area where bots are expected to be shown remains empty.
- **Environment sections:** Windows, Chorme

3. **Bug Report: Computer Selects Robots Outside Initial Random Five**

- **Summary:** After the player selects their two robots from the initially displayed five random robots, the computer's selections sometimes include robots not present in the original five, contrary to the game's intended mechanics "Player will pick two and the computer will pick two".
- **Steps to Reproduce:**
    i. Start the game and click the Draw button to display five random robots.
    ii. Note the names/images of the five robots displayed.
    iii. Select two robots for the player's duo.
    iv. Observe the robots selected by the computer for its duo.
- **Expected Result:** The computer should only select its two robots from the initial set of five random robots displayed to the player.
- **Actual Result:** The computer selects robots that were not among the initially displayed five random choices.
- **Environment sections:** Windows, Chorme

Test Plan for "Incorrect Win/Loss Calculation"

Overview: This test plan is designed to address and verify the correctness of the win/loss calculation after a duel between the player's and computer's selected robots.

Test Criteria:

- Ensure the game accurately calculates and declares the winner of a duel based on the predefined logic.

Entry Criteria:

- The game is accessible and functional.
- The "Draw" button is operational and displays five random robots.
- The player selects their two robots and the computer select its two robots
- The "Duel" button is operational

Exit Criteria:

- The test is considered successful if the duel outcomes consistently match the expected results based on the game's win/loss calculation logic.

Details Sections:

- **Environment sections:** Windows, Chorme
- **Tools and Frameworks:** Selenium, Jest

Test Plan for "See All Bots" Functionality Not Displaying Bots

Overview: This test plan focuses on ensuring the "See All Bots" functionality properly displays all bots available within the "Duel Duo" game.

Test Criteria:

- Confirm that all available bots are displayed to the user upon clicking the "See All Bots" button.

Entry Criteria:

- The game is accessible and functional.
- Initial robot draw has not been performed.

Exit Criteria:

- The test is deemed successful if the "See All Bots" functionality consistently shows all available bots as expected.

Details Sections:

- **Environment sections:** Windows, Chorme
- **Tools and Frameworks:** Selenium, Jest

Test Plan for "Computer Selects Robots Outside Initial Random Five"

Overview: This test plan is designed to ensure the computer's selection process during the "Duel Duo" game adheres strictly to the game's intended mechanics, where both the player and the computer choose their robots from the same set of five randomly displayed robots.

Test Criteria:

- Validate that the computer's selections are restricted to the initially displayed five robots.

Entry Criteria:

- The game is accessible and functional.
- The "Draw" button is operational and displays five random robots.

Exit Criteria:

- The test is successful if the computer's selections are always within the initially displayed five robots, with no instances of external selections.