

## TESTING PLAN

### Objective:

The objective of this testing plan is to thoroughly test the game, identify and document any bugs, and ensure that the game functions as expected.

### Testing Approach:

The testing will be conducted by playing the game multiple times, following specific test cases, and documenting any bugs encountered. The testing will cover three main areas: the functionality of the "Get All Bots" button, the accuracy of win counting, and the score reset upon game refresh.

### Test Cases:

#### 1. Verify "Get All Bots" Button Functionality:

Description: This test case aims to verify the functionality of the "Get All Bots" button.

##### Steps:

- a. Open the game and navigate to the main screen.
- b. Click on the "Get All Bots" button.
- c. Verify that the application retrieves and displays a list of all bots.

Expected Result: The application should successfully retrieve and display the list of all bots. If an error is thrown (e.g., "botsArr is not defined"), it should be documented as a bug.

#### 2. Test Win Counting:

Description: This test case aims to ensure that the game accurately counts wins.

##### Steps:

- a. Play the game multiple times, ensuring both wins and losses.
- b. After each game, check if the win count is accurately incremented.

Expected Result: The game should increment the win and lose count accurately for each win or loss. If the wins are not counted and added to the score, it should be documented as a bug.

#### 3. Refresh Game and Score Reset:

Description: This test case aims to verify that the game score is cleared upon refreshing the game.

##### a. Steps:

- i. Play the game and win at least once.
- ii. Refresh the game page.

- iii. Verify that the score is cleared and reset to zero.

Expected Result: Upon refreshing the game, the score should be cleared and reset to zero. The score should be documented as a bug if it is not cleared.

#### Bug Report:

##### Bug 1:

Description: Error getting all bots when the "Get All Bots" button is pushed.

##### Steps to Reproduce:

- a. Open the game and navigate to the main screen.
- b. Click on the "Get All Bots" button.

Expected Result: The application should successfully retrieve and display the list of all bots without any errors.

Actual Result: An error is thrown stating that "botsArr is not defined."

Severity: Medium

Priority: High

Notes: This bug prevents users from accessing the list of all bots, impacting the game's overall functionality.

##### Bug 2:

Description: Inaccurate Win Counting

##### Steps to Reproduce:

- a. Play the game multiple times, ensuring both wins and losses.
- b. After each game, check if the win count is accurately incremented.

Expected Result: The game should increment the win count accurately for each win.

Actual Result: The wins are not counted and added to the score.

Severity: Medium

Priority: Medium

Notes: This bug affects the accuracy of the game's win count, which may mislead players about their performance. It should be addressed to ensure the game provides accurate feedback to the players.

**Additional Documentation:** In addition to the test cases and bug reports, it is recommended to maintain a test log or test result document to track the testing progress, including the date, time, test case executed, test result (pass/fail), and any additional notes or observations. This documentation will help in tracking the testing efforts and identifying any patterns or trends in the bugs encountered.