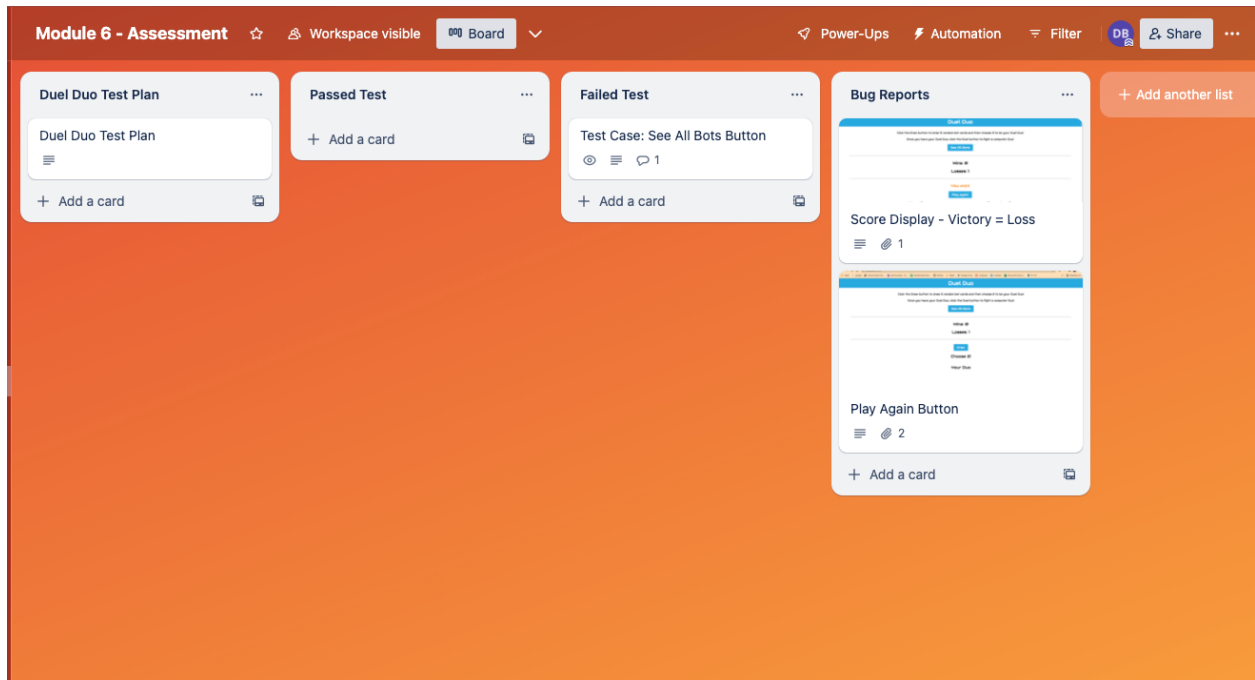


# Manual Testing – Part 2 of Exam

## Trello Board



## Duel Duo Test Plan:

Description

Edit

Overview

Test the functionality of the Duel Duo App

Links

Hosted locally - <http://localhost:3000/>

Test Criteria

- High level exploratory test
- Display features function
- Buttons all deliver expected results
- Gameplay if functional
- Score keeping is correct

Entry Criteria

- Computer
- Access to Duel Duo code


Exit Criteria

- Find bugs within the app/game
- The allotted time for testing has elapsed

Other Details

- Site designed for a mobile environment

Failed Test: See all bots button

 **Description** Edit

**Overview**


Test verifies that user can see all bots when the see all bots button is clicked

**Steps:**


1. Navigate to Duel Duo app by sending npm start command in VScode terminal
2. Locate and click on "See All Bots" button


**Post Conditions:**

- See a list of all available bots that the user can play with within the game

 **Activity**

Show details

 Write a comment...

 **David Bodine** 4 hours ago

Date: 6/2/2023

Name: David Bodine

Results: Test failed

OS: Mac Ventura 13.3.1

Browser: Chrome Version 90.0.4430.72

## Bug Reports – Score Display Victory = Loss



### Description

[Edit](#)

During exploratory testing, I noticed despite winning a Duel Duo battle my record displayed as all losses.

Steps to reproduce error:

1. Navigate to Duel Duo App
2. Scroll to the bottom of the page
3. Select Draw
4. Draw two robots from 5
5. Once selected press Duel Button

Expected Result:

- Screen shows that the player won
- Record should indicate by increasing the win category by one in victory section

Actual Result:

- Loss category is increased by one

Environment:

- OS: Mac Ventura 13.3.1
- Browser: Chrome Version 90.0.4430.72

#



### Attachments



**Screenshot 2023-06-02 at 10.13.45 AM.png** ↗

Added 4 hours ago • [Comment](#) • [Delete](#) • [Edit](#)

[Remove cover](#)

Add an attachment

## Bug Reports – Play Again Button

### Description Edit

During exploratory testing, I noticed an unnecessary click when selecting play again after a duel

Steps to reproduce error:

1. Navigate to Duel Duo App
2. Scroll to the bottom of the page
3. Select Draw
4. Draw two robots from 5
5. Once selected press Duel Button
6. App will display whether player won or lost and then allow player to play again by selecting play again button
7. User presses clicks play again

Expected Result:

- App should display 5 robots to select from

Actual Result:

- User must select draw again in order for the robots to display

Environment:

- OS: Mac Ventura 13.3.1
- Browser: Chrome Version 90.0.4430.72

### Attachments



**Screenshot 2023-06-02 at 10.17.25 AM.png** ↗

Added 4 hours ago • [Comment](#) • [Delete](#) • [Edit](#)

 [Make cover](#)



**Screenshot 2023-06-02 at 10.17.30 AM.png** ↗

Added 4 hours ago • [Comment](#) • [Delete](#) • [Edit](#)

 [Remove cover](#)