Board FAH-5 Module 6 Assessment Test Automation ☆

Testing

A Workspace visible



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## **Test Plan**

Duel Duo Test Plan and Review
≡

# **In Progress**

# **Tasks**

# Done

Test case: Shows all bots

Started: Aug 31 ≡

Test case: Keeps score

≡

Test case: Duel logic works correctly

**■ P** 1

# **Test Cases**

# **Bug Reports**

Closed - Bug Report: Test duelDuo.test.ts test is failing with error: Test suite failed to run

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Closed - Bug Report: Clicking 'See all bots' button doesn't show all bots

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Closed - Bug report: App not keeping track of score

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### ■ Duel Duo Test Plan and Review

in list Test Plan

# **Description** Edit

Perform testing on Duel Duo webpage

#### Workflow:

- Clone / download project
- Run 'npm install' in root directory of project to install dependencies
- Run 'nodemon server/index.js' from root directory of project to run server
- Navigate to 'http://localhost:3000' in web browser

#### **Environment:**

- Node.js
- Nodemon
- Visual Studio Code
- Jest
- Web browser (Chrome and Safari) test with each
- MacOS Monterey 12.5.1
- Chrome 105

#### Page(s):

- index.html

#### Page elements:

- Button ('See all bots')
- Button ('Draw')
- Button ('Add to duo'), available once Button ('Draw') is pressed
- Button ('Duel!') once user clicks Button(s)('Add to duo') twice
- Button ('Play again!') once user clicks Button('Duel')

#### **Endpoints:**

- /
- /js

- /styles
- /api/robots
- /api/robots/five
- /api/duel
- /api/player

#### Data:

- data.js (root of project) contains data for project
- data.js (array 'bots') read only
- data.js (object 'playerRecord') read/write

#### Review index.html

- test functionality of buttons
- test functions in client/index.js
- test functions in server.js

#### Test criteria:

- User clicks Button ('See all bots'), objects from 'bots' array are displayed
- User clicks Button ('Draw'), computer player draws random bots, player is given choice of 5 bots
- User clicks Button ('Duel'), game is played, duo with highest stats wins, duo with lowest stats loses
- User clicks Button ('Play again'), page is refreshed and 'Player Record' is maintained

#### **Entry Criteria:**

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

#### Exit Criteria:

- All high priority tests have passed
- The allotted time is up



Show details

# **■** Test case: Duel logic works correctly

in list Done

## **Description** Edit

Test the logic of the game play, how a winner is decided, how a loser is decided. Do the results meet the expectations.

#### Steps

- 1. Navigate to <a href="http://localhost:300">http://localhost:300</a>
- 2. Click on the 'Draw' button
- 3. Choose two bots using the 'Add to duo' button
- 4. Click on the 'Duel' button.
- 5. Review the logic of how a win and loss is calculated.
- 6. Do manual testing. Add player bot attacks together, add player bot healths together. Add computer bot attacks together, add computer bot healths together. Whichever player has the highest number in health and attack wins.

**Test Postconditions** 

Logic works as expected.

**\$\lequip Activity** Show details



Tim Sonner an hour ago

Tested and passed, environment Chrome 105, MacOS Monterey 12.5.1

C - Edit - Delete

# **■** Test case: Keeps score

in list Done

## **Description** Edit

This test will verify that the app is keeping track of the player's score

#### Steps

- 1. Navigate to <a href="http://localhost:300">http://localhost:300</a>
- 2. Click on the 'Draw' button
- 3. Choose two bots using the 'Add to duo' button
- 4. Click on the 'Duel' button first time through, and 'Play again' button on subsequent play throughs.
- 5. Play enough times to win at least once, and lose at least once

#### **Test Postconditions**

- The app should keep track of the number of player losses and wins
- The loss number or win number should be incremented according to a win or loss condition.



Show details

# **■** Test case: Shows all bots

in list Done

Start date

Aug 31 ✓

# **Description** Edit

This test verifies a list of bots from the 'bots' array in data.js is displayed on the webpage.

#### Steps:

- Spin up server
- Navigate to <a href="http://localhost:3000">http://localhost:3000</a>
- Click Button ('See all bots')

#### Test post-conditions:

- Webpage should show a list of bots from the 'bots' array in data.js

# **:** Activity

Show details

# Closed - Bug report: App not keeping track of score

in list **Bug Reports** 

# **Description** Edit

The app is not keeping track of the players score.

#### Steps

- 1. Navigate to <a href="http://localhost:300">http://localhost:300</a>
- 2. Click on the 'Draw' button
- 3. Choose two bots using the 'Add to duo' button
- 4. Click on the 'Duel' button first time through, and 'Play again' button on subsequent play throughs.
- 5. Play enough times to win at least once, and lose at least once

#### **Expected result**

- The app should keep track of the number of player losses and wins
- The loss number or win number should be incremented according to a win or loss condition.

#### Actual result

· The wins are added to the loss counter

#### Environment

- Chrome version 105
- MacOS Monterey 12.5.1

#### Resolution

# Attachments

Screen Shot 2022-09-05 at 4.28.21 PM.png >

Added Sep 5 at 4:31 PM - Comment - Delete - Edit

■ Make cover

Screen Shot 2022-09-05 at 4.24.47 PM.png >

Added Sep 5 at 4:25 PM - Comment - Delete - Edit

■ Make cover

Screen Shot 2022-09-05 at 3.27.24 PM.png 🕕

Added Sep 5 at 4:09 PM - Comment - Delete - Edit

Remove cover

Add an attachment

**:** Activity

Show details

Tim Sonner an hour ago

forgot to mention, but test environment was MacOS 12.5.1, Chrome 105

C - Edit - Delete

Tim Sonner Sep 5 at 4:31 PM

Changed win condition to increment playerRecord.wins. App works as expected. <u>Screen Shot 2022-09-05 at 4.28.21 PM.png</u>

C - Edit - Delete

Tim Sonner Sep 5 at 4:30 PM

Bug is caused in server.js, because in POST endpoint /api/duel, player record.losses is incremented on win condition.

C - Edit - Delete

Tim Sonner Sep 5 at 4:25 PM

Found bug in server.js Screen Shot 2022-09-05 at 4.24.47 PM.png

C - Edit - Delete

Tim Sonner Sep 5 at 4:09 PM

Actually seems like the app is adding the win to the loss variable. Will investigate.

C - Edit - Delete



#### Tim Sonner Sep 5 at 4:09 PM

Ran app, wining and losing each one time, score was not updated. <u>Screen Shot 2022-09-05 at 3.27.24 PM.png</u>

😅 - Edit - Delete

# Closed - Bug Report: Clicking 'See all bots' button doesn't show all bots

in list **Bug Reports** 

# **Description** Edit

Clicking 'See all bots' button doesn't show all bots

Steps to Reproduce

- 1. Navigate to <a href="http://localhost:3000">http://localhost:3000</a>
- 2. Click 'Show all bots' button at top of page

#### Expected result

· All bots should be shown

#### Actual result

· Bots are not shown

#### Environment

- Chrome version 105
- · MacOS Monterey 12.5.1

#### Resolution:

Fixed bug, test passes. Screen Shot 2022-09-04 at 12.45.58 PM.png

Edit - Delete

Tim Sonner (timsonner)

Tim Sonner 10 hours ago

Found bug in server.js in endpoint /api/robots. Screen Shot 2022-09-04 at 12.41.27 PM.png

Edit - Delete

Tim Sonner (timsonner)

Tim Sonner 10 hours ago

Review getAllBots() function from clients/index.js and its endpoint.

Edit - Delete

Tim Sonner (timsonner)

Tim Sonner 10 hours ago (edited)

Test to check status code from endpoint /api/robots is functioning properly Screen Shot 2022-09-04 at 12.16.15 PM.png

Edit - Delete

Tim Sonner (timsonner)

Tim Sonner 10 hours ago (edited)

Write test to expect correct status code 200.

Edit - Delete

Tim Sonner (timsonner)

Tim Sonner 10 hours ago (edited)

In developer console, getAllBots() GET request is returning status code 400.

# Attachments

#### Screen Shot 2022-09-05 at 4.35.30 PM.png 🥕

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Remove cover

#### Screen Shot 2022-09-04 at 12.45.58 PM.png >

Added Sep 4 at 12:46 PM - Comment - Delete - Edit

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#### Screen Shot 2022-09-04 at 12.41.27 PM.png 🥕

Added Sep 4 at 12:42 PM - Comment - Delete - Edit

■ Make cover

#### Screen Shot 2022-09-04 at 12.16.15 PM.png >

Added Sep 4 at 12:32 PM - Comment - Delete - Edit

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# **:** Activity

Show details



Tim Sonner an hour ago

forgot to mention, but test environment was MacOS 12.5.1, Chrome 105

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Edit Doloto

Tim Sonner Sep 4 at 12:47 PM

Closing bug report.

C - Edit - Delete

Tim Sonner Sep 4 at 12:46 PM

Fixed bug, test passes. Screen Shot 2022-09-04 at 12.45.58 PM.png

C - Edit - Delete

Tim Sonner Sep 4 at 12:42 PM

Found bug in server.js in endpoint /api/robots. Screen Shot 2022-09-04 at 12.41.27 PM.png

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Tim Sonner Sep 4 at 12:36 PM

Review getAllBots() function from clients/index.js and its endpoint.

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Tim Sonner Sep 4 at 12:33 PM (edited)

Test to check status code from endpoint /api/robots is functioning properly <u>Screen Shot 2022-09-04 at 12.16.15 PM.png</u>

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Tim Sonner Sep 4 at 12:31 PM (edited)

Write test to expect correct status code 200.

C - Edit - Delete

Tim Sonner Sep 4 at 12:30 PM (edited)

In developer console, getAllBots() GET request is returning status code 400.

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# □ Closed - Bug Report: Test duelDuo.test.ts test is failing with error: Test suite failed to run

in list **Bug Reports** 

# **Description** Edit

Running the duelDuo test is producing a runtime error: Cannot find module 'chromedriver' from 'duelDuo.test.ts'.

#### Steps to reproduce

• In Visual Studio Code terminal, run the command: npm run test

#### **Expected result**

Test runs

#### Actual results

· Test fails to run

#### Environment

- Visual Studio Code 1.71.0
- · MacOS Monterey 12.5.1

# Attachments

#### Screen Shot 2022-09-04 at 10.43.32 PM.png >

Added Sep 5 at 1:43 AM - Comment - Delete - Edit

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#### Screen Shot 2022-09-04 at 10.39.59 PM.png >

Added Sep 5 at 1:39 AM - Comment - Delete - Edit

Remove cover

#### Add an attachment

Show details

Tim Sonner Sep 5 at 1:45 AM

Closing bug report.

🥴 - Edit - Delete

Tim Sonner Sep 5 at 1:44 AM

Rerun test suite, test runs as expected.

🥴 - Edit - Delete

Tim Sonner Sep 5 at 1:43 AM

Removed the line in question from the test, unnecessary to import chromedriver as it's already installed locally. <u>Screen Shot 2022-09-04 at 10.43.32 PM.png</u>

C - Edit - Delete

Tim Sonner Sep 5 at 1:41 AM

Followed the error to line 4 of duelDuo.test.ts, found an import statement with incorrect syntax.

🥶 - Edit - Delete

Tim Sonner Sep 5 at 1:39 AM

Screen Shot 2022-09-04 at 10.39.59 PM.png This is the error when the test runs.

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