```javascript
// Test Case 1:
// Test Case for /api/robots

const request = require("supertest");
const app = require("./api/robots");

describe("GET /api/robots", () => {
  it("should return 200 status and an array of robots", async () => {
    const response = await request(app).get("/api/robots");
    expect(response.status).toBe(200);
    expect(Array.isArray(response.body)).toBe(true);
  });
});

// Bug Report 1:
// Bug Report for /api/duel

// Issue:
// In the /api/duel endpoint, the logic to determine the winner seems to have an
error.

// Details:
// The condition in the if statement for determining the winner always increments
playerRecord.losses,
// regardless of whether the player wins or loses. The correct increment for a
win
// should be playerRecord.wins, not playerRecord.losses.

// Suggested Fix:
// Update the /api/duel endpoint as follows:

// comparing the total health to determine a winner
if (compHealth > playerHealth) {
  playerRecord.losses += 1;
  res.status(200).send("You lost!");
} else {
  playerRecord.wins += 1; // Fix: Increment wins for a win
  res.status(200).send("You won!");
}

// Test Case 2:

const request = require('supertest');
const app = require('./api/robots/shuffled');
```

```javascript
describe('GET /api/robots/shuffled', () => {
  it('should return an array of shuffled robots', async () => {
    const response = await request(app).get('/api/robots/shuffled');
    expect(response.status).toBe(200);
    expect(Array.isArray(response.body)).toBe(true);
  });
});
```