Test Plan

- **Objective:** Identify bugs in the game and ensure that the game functions correctly and provides a satisfactory user experience.
- **Scope of Plan:** Focus on key elements of the game, including drawing bots, selecting duos, and dueling.
- **Approach of Plan:** Manually play the game multiple times to simulate different scenarios and document observed behaviors, unexpected outcomes, and any errors encountered.
- **Test Environment:** Browser-based, locally hosted.

Test Cases

Test Case 1: Drawing Bots
- Click on the "Draw" button.
- Observe the display of randomly drawn bots.

Expected Result: Bots should be displayed with key information about them.

Test Case 2: Selecting Duos
- After drawing bots, click on two bots to select them as your duo.
- Confirm the selection by clicking the "DUEL!" button.

Expected Result: Selected bots should be moved to the player's duo section. The "DUEL!" button should be available.

Test Case 3: Dueling
- Click on the "DUEL!" button after selecting duos.
- Wait for the duel outcome to be displayed.

Expected Result: The duel should show a battle between player and computer duos. The outcome should be displayed.

Bug Report

Bug Report 1: Bot Duplication
- **Description:** After clicking the "Draw" button multiple times rapidly, some bots appear to be duplicated.
- **Steps to Reproduce:**
  - Click the "Draw" button rapidly multiple times.
  - Observe the displayed bot choices.

Expected Behavior: Each "Draw" action should result in a new set of unique bot choices.
Actual Behavior: Some bots are duplicated in the displayed choices, leading to an imbalance in selection options.