

Manual Testing

Assessment

This assessment will test the usability of the site, functionality of the game, and ensure everything works as it should. The steps taken to test will be to load up the website, click through all clickable items and play multiple rounds of the game.

Steps

1. I clicked on the 'See All Bots' button
 - a. Bug 1 - button did not produce anything or change any features on the page
2. I clicked on the 'Draw' button
 - a. Player cards appeared at the bottom, shuffled
3. Clicked 'Duel' and the game continued to play successfully
4. Clicked "Play Again" and was taken to the main page
 - a. Bug 2 - I won the game but it was recorded as a loss (played multiple rounds to confirm that all games, win or lose, are recorded as losses)
5. Refresh the page to reset the game
 - a. Bug 3 - Scores were not reset after refreshing the page

Bugs Found

- 'See All Bots' button does not display any bots.
 - Console returns: ERROR GETTING BOTS ReferenceError: botsArr is not defined -server.js (line 40)
 - Corrected the assigned variable of botsArr to point to the correct variable 'bots'
- When a game is won, it is recorded as a loss
 - Tested by playing multiple rounds of the game in which both wins and losses were recorded as losses
 - Found that playerRecord was assigned to losses for both win/lose instances in server.js
 - Reassigned the playerRecord to win
 - Played the game again to ensure a win and saw it successfully recorded wins and losses correctly
- Reloading the page does not reset wins/losses counter