Testing

After running the game a few times, which is freakin awesome, obviously chose brobot, i realized that the show all bots button isnt working, and whether you win or lose, only the lose counter goes up.

I will test why the "see all bots" button isnt working.

I am getting a 400 bad request in my console

I will install jest and run a test

My expected outcome is to see a failed test…which would be good for this part of the assessment because i know its not working

Bug report

Reporter: Wyatt Enourato wenourato@gmail.com

Product: Duel Duo bot game

Version: 1.0

Platform: PC, and Mac

Operating system: windows, ios

Priority: P1

Severity: adequate severity

Status: New

Assign To: DevMountain

URL: http://localhost:3000/

Summary: Error : xhr.js:210 GET http://localhost:3000/api/robots 400 (Bad Request) // createError.js:16 Uncaught (in promise) Error: Request failed with status code 400

   at e.exports (createError.js:16)

   at e.exports (settle.js:17)

   at XMLHttpRequest.E (xhr.js:66)

Description: When trying to access the "get all robots button" it is throwing an error. Users are unable to access the button

Test #2

Continuing to run the game, i started looking into why the win counter wasnt working. I believe it has something to do with a broken forloop, or a mixed up variable.

I will test why the wins and loses only get added to the lose couner

I am not getting any errors in my terminal, because the code is working, and not breaking, but there is something fishy going on

Im not sure what my expected outcome is because nothing is technically broken… i will search the code though and try and debug