

Testing plan:

- test the game 10 times
- make sure that the game displays the correct winner.
- make sure the game displays the correct loser.
- test if the automated player is choosing different squares.
- test if the start button works
- test if I can click on cells 0-8 on the table

Three known bugs:

1. When a user wins the game it says the opposite.
2. If the user loses the game it says that they won.
3. The circle player does the same combo every time.
4. I can choose a square multiple times until the opponent chooses

fixing plan:

- revise the function that displays the correct winner and loser
- revise the function that automates the circle's moves and decisions.