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| Test Num | Description of Test | Test data | Expected outcome |
| 1 | To see whether the player can enter their name | catalin | The player should be able to enter their name successfully and the program to continue |
| 2 | To see if numbers are acceptable in the name | C-3PO | The program will not work and will give me an error |
| 3 | To see what happens when no name is entered | [no data] | The program shouldn’t work as it’s missing a variable |
| 4 | To see whether the player can choose a letter | X | The player should be allowed to choose their letter. |
| 5 | When the program asks the player to choose a letter I will put a number instead | 1234 | The program will not work because it needs either x or o |
| 6 | To see what happens when no letter is entered | [no data] | The program shouldn’t work because it needs a letter to continue |
| 7 | To see if I can enter a word instead of a letter | word | The program will not work because it needs either x or o |
| 8 | To see if the player can choose a place on the board using the numpad | 9 | The letter should be placed in the top right corner |
| 9 | To see what happens when I input multiple numbers | 123 | It shouldn’t work because the program should only recognise the numbers 1,2,3,4,5,6,7,8,9 |
| 10 | To see what happens when I don’t enter a number when placing a letter on the board | Not a number | It should not work as the numbers correspond to a place on the board |
| 11 | To see what happens when nothing is inputted when asked where to place the letter on the board | [no data] | The program shouldn't work there needs to be a number inputted so that the letter can be placed so that the computer can have their go |