

Initial Testing:

- 1) Open app
- 2) Click start
- 3) Make first move by clicking a square
- 4) O will automatically play following your click
- 5) Pick a new square
- 6) Continue play until a draw is decided or a winner is found and the game ends.
- 7) Refresh as needed to continue to find bugs.

3 Bugs:

Winner is displayed as the loser.

Lowercase o overrides x in first column second row.

O stops playing after 3 turns

Solve for Test 1

- 1) Check that winner is displayed i.e. "X" if X won or "O" if O won
- 2) Check for message to say "Won"

-Winning message should say "O" won! Or "X" Won!

Solve for Test 2

- 1) Check that once picked, the block cannot change letters
- 2) Check that letter is always uppercase.
- 3) Check that It stays after new block is clicked

-If X is placed there, it should not change.

-If O is placed there, it should be uppercase and should not change

Solve for Test 3

- 1) Check that O is not limited to certain amount of turns
- 2) Check that O plays until the board is filled or a winner is found

-O should continue to play until game ends by winner or draw.