

Tic Tac Toe Game Bug/Issue Report

OVERVIEW & PURPOSE

This report will show bugs / issues found within the Tic Tac Toe game.

The Tic Tac Toe game format is incorrect

The tic tac toe format is displaying a 2 x 2 grid. The correct grid format should be 3 x 3.

Note: any number entered in the text box will reflect that amount of rows/columns. The logic behind the system should only allow a 3 x 3 grid to properly play Tic Tac Toe.

Steps to reproduce:

1. Click the <https://codepen.io/CalendlyQA/full/KKPQLmV> link
2. Enter the number "2" in the text box that is on the top left of the page.
3. Click the play button.
4. The tic tac toe format will show a 2 x 2 grid.

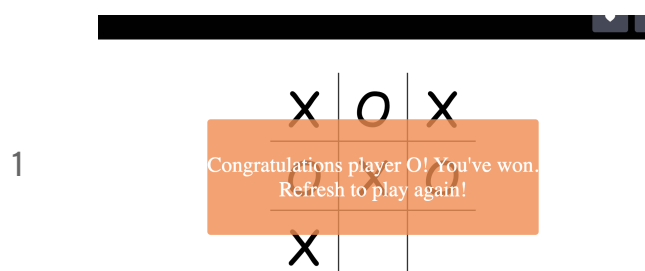
The Tic Tac Toe game is showing the incorrect winner.

When playing the tic tac toe game it displays a congratulations message congratulating the incorrect winner. In this instance the system recognized "X" as the winner instead of the player "O". This issue also appeared when playing the game for a second time and "X" was supposed to receive the congratulations message.

Steps to reproduce:

1. Click the <https://codepen.io/CalendlyQA/full/KKPQLmV> link
2. Enter the number "3" in the text box that is on the top left of the page.
3. Click the play button.
4. Click each space until all boxes are filled. The system will recognize the incorrect winner.

Screenshots:



No message is displayed notifying the players the game ended in a draw.

Note: Finding this bug took a few tries when playing the game. You may or may not see the issue on the first try playing the game.

When the game ends in a draw no message is displayed notifying the users the game resulted in a draw and to refresh to play again.

Steps to reproduce:

1. Click the <https://codepen.io/CalendlyQA/full/KKPQLmV> link
2. Enter the number “3” in the text box that is on the top left of the page.
3. Click the play button.
4. Click each space until all boxes are filled. The system will result in a draw.

Screenshot(s):

O	O	X
X	X	O
O	X	X

X	O	X
O	O	X
X	X	O

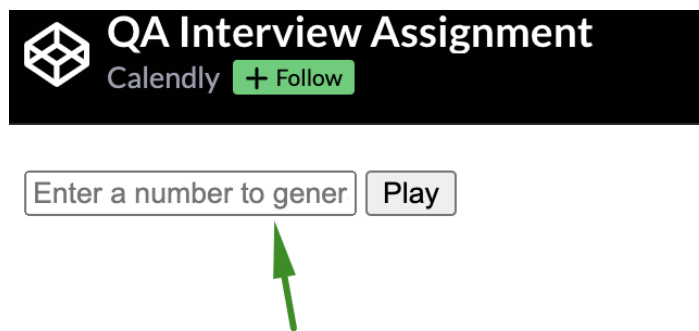
Text box description isn't displaying correctly.

The description within the text box isn't displaying the entire message. The message is being cut short in the text box.

Steps to reproduce:

1. Click the <https://codepen.io/CalendlyQA/full/KKPQLmV> link
2. Notice the text box that is positioned at the top left of the page.
3. Notice the message within the text box is being cut off. The user is unable to identify the entire message.

Screenshot(s):



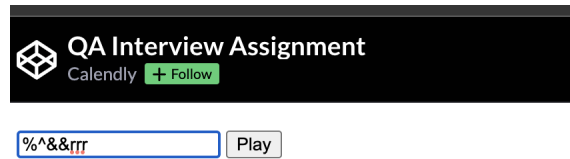
The user is able to enter special characters (*&^%%^) and letters in the Text box.

The user is able to enter special characters and letters within the text box without receiving an error message when clicking the play button.

Steps to reproduce:

1. Click the <https://codepen.io/CalendlyQA/full/KKPQLmV> link
2. Notice the text box that is positioned at the top left of the page.
3. Enter special characters and or letters within the text box and click the play button.
4. Notice the user isn't given an error message when entering incorrect characters in the textbox.

Screenshot(s):



no error message displayed

Players aren't able to choose "X" or "O" at the start of the game.

When playing the game players are able to choose whether they want to be "X" or "O". The game will automatically start off with "X" when clicking on one of the tic tac toe spaces.

Steps to reproduce:

1. Click the <https://codepen.io/CalendlyQA/full/KKPQLmV> link
2. Enter the number "3" in the text box that is on the top left of the page.
3. Click the play button.
4. Click a space on the tic tac toe game, notice the game doesn't ask which symbol the player would want to play with.
5. Notice the game automatically starts with "X"

The Tic Tac Toe game doesn't refresh when changing the number in the text box.

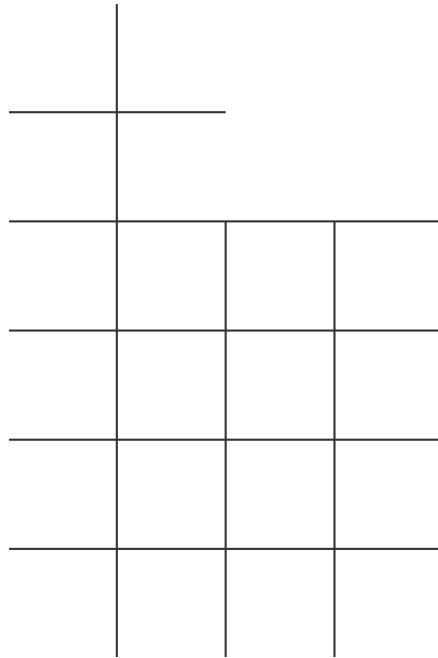
The user enters a number in the text box, clicks the play button and repeats the process. The system doesn't refresh; it will only add more rows/columns to the game.

Steps to reproduce:

1. Click the <https://codepen.io/CalendlyQA/full/KKPQLmV> link
2. Enter the number "3" in the text box that is on the top left of the page.
3. Click the play button.
4. Repeat steps 2 and 3
5. Notice more rows/columns are added to the game instead of refreshing after clicking the play button each time.

Note: the user can enter any number in the text box, click play and the same problem will occur.

Screenshot(s):



No error message is displayed when the user clicks the play button.

When the user clicks the play button without entering a number first no warning message displays.

Steps to reproduce:

1. Click the <https://codepen.io/CalendlyQA/full/KKPQLmV> link
2. Click the play button
3. Notice the user doesn't receive a warning message reminding the user to enter a number before pressing play.