LOW LEVEL TESTPLAN:

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| --- | --- | --- | --- | --- | --- |
| TEST ID | DESCRIPTION | EXP IP | EXP OUT | ACTUAL OUT | STATUS |
| LL01 | Tic-Tac-Toe game should execute successfully | Application executed successfully | Dependencies | Dependencies | SUCCESS |
| LL02 | 3x3square board game should be initialized correctly | Execute Tic-Tac-toe | An empty game board should be visible | An empty game board is visible | SUCCESS |
| LL03 | Player should enter the column and row(XY) | User input | Check if the coorinates are valid | The coordinates are checked | SUCCESS |
| LL04 | User input shall be tested for validity | User input | Error will be shown if coordinates are not valid | Error is shown | SUCCESS |
| LL05 | If a player win game will end | Player moves | When a player is wins, winner is printed | Winner is displayed and game ends | SUCCESS |
| LLO6 | If no player wins and the board will be fill the game will be draw | Player win | Draw is displayed at the end of the game | Draw is displayed at the end of the game | SUCCESS |

HIGH LEVEL TESTPLAN:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| TEST ID | DESCRIPTION | EXP IP | EXP OUT | STATUS |
| HL01 | Check if the gameboard is displayed correctly | Key pressing according to menu options | An empty 3x3 grid will be displayed | Pass |
| HL02 | Check if player1 is prompoted to entire desire coordinates | Key pressing according to menu options | Player will be asked to enter coordinates of the desired cell in the game board | Pass |
| HL03 | Check if the player input is valid and position is already not occupied | Entering desired coordinates | If valid, player2 will be asked to input otherwise error will be displayed and ask player to give input again | Pass |
| HL04 | Check for a winner | Key pressing according | If a winner is found game is over or else game will continue or draw | Pass |