

Test

Test Num	Description of Test	Actual Outcome	Comments and fixes
1	The game will check if a player has won: to do this, it will see if the same character is displayed horizontally, vertically, diagonally.	Game output message: "Player 1 has won."	Test was successful, no changes were needed.
<pre> x x x ----- o ----- o Player 1 has won. Player 1's Points: 1 Player 2's Points: 0 </pre>			
2	The game will check if the user's input for the location of their mark/character is out of range: this is because the only positions available are between 1 and 9.	Game output message: "Error - this space is already taken."	Test was successful, no changes were needed.
<pre> x ----- ----- Player 2's Turn... Enter your position between 1-9: 1 loading... Error - this space is already taken </pre>			
3	The game will check if the user's input to	IndexError: list index out of range.	I used an if statement and a while loop to

	play again is invalid.		ensure that the user would only type numbers between 1 and 9.
<p style="text-align: center;">Before:</p> <p>Player 1's Turn... Enter your position between 1-9: 15</p> <pre> ----- IndexError Traceback (most recent call last) <ipython-input-2-6fc1c8a6f93e> in <module>() 132 print("Player 1 = X and Player 2 = 0") # indicates to the players which character they will represent 133 print() --> 134 RunGame(GameRunning) 135 print() 136 CheckResult(board) <ipython-input-2-6fc1c8a6f93e> in RunGame(GameRunning) 85 86 print() --> 87 if(checkMark(choice)): 88 board[choice] = Mark # game will input the player's chosen position onto the board 89 player+=1 <ipython-input-2-6fc1c8a6f93e> in CheckMark(x) 30 31 def CheckMark(x): --> 32 if(board[x] == " "): # checks whether there is a space available 33 return True # if so, the game will carry on running 34 else: IndexError: list index out of range </pre> <hr/> <p style="text-align: center;">After:</p> <p>Player 1's Turn... Enter your position between 1-9: 15 Error - choose a number between 1 and 9.</p>			
4		ValueError: invalid literal for int() with base 10: 'Hello'	I used try and except within the previous while loop.
<p style="text-align: center;">Before:</p> <p>Player 1's Turn... Enter your position between 1-9: hi</p> <pre> ----- ValueError Traceback (most recent call last) <ipython-input-3-6fc1c8a6f93e> in <module>() 132 print("Player 1 = X and Player 2 = 0") # indicates to the players which character they will represent 133 print() --> 134 RunGame(GameRunning) 135 print() 136 CheckResult(board) <ipython-input-3-6fc1c8a6f93e> in RunGame(GameRunning) 82 print("Player 2's Turn...") 83 Mark = "0" # player 2 will always represent "0" --> 84 choice = int(input("Enter your position between 1-9: ")) 85 86 print() ValueError: invalid literal for int() with base 10: 'hi' </pre>			

<hr/> <p>After:</p> <pre>Enter your position between 1-9: hi Error - that was not a valid number. Error - choose a number between 1 and 9.</pre>			
5		Game output message: "Something went wrong, please try again." and stops game.	I placed this into a function and returned it in order for the question to loop back and not stop the game entirely.
<p>Before:</p> <pre>Would you like to play again? Y/N: 147 Something went wrong, please try again. 147</pre> <hr/> <p>After:</p> <pre>Would you like to play again? Y/N: y ----- ----- Player 1's Turn... Enter your position between 1-9: </pre>			

GitHub Link: <https://github.com/JanetVoong/Tic-Tac-Toe/blob/master/Testing.ipynb>

TEST

Total For Task = 7 Marks