

Week6-assesment
Part 1

Manual Testing

Plan: Test functionality by playing the game and checking every single square.

Test Cases:

1. Try to win and make sure the message reflects that I won
2. Try to lose and make sure the message reflects that I lost
3. Try to override computer's "O" marking with my "X" (shouldn't be able to)
4. Make sure each player is taking turns (1 can't go twice in a row)
5. All markings in each box should be correct "X" and "O"

Bug Report

Test Case: Try to win and make sure the message reflects that I won

Failed

Actual: Displays that the computer won

Steps:

1. Checked 3 boxes in a row off
2. Prevented the computer from checking 3 boxes in a row off
3. After checking the last box, a message displayed saying the computer won

Test Case: Try to lose and make sure the message reflects that I lost

Passed

Test Case: try to override computer's "O" marking with my "X" (shouldn't be able to)

Failed

Actual: I was able to override computer's mark

Steps:

1. Click any box
2. Wait for computer to click a box
3. Click that computers marked box
4. Check if the mark was replaced

Test Case: Make sure each player is taking turns (1 can't go twice in a row)

Failed

Actual: after 3 turns the computer stops playing entirely

Steps:

1. Click on the boxes to prevent the computer winning or user winning for 3 turns
2. Click another box and computer won't take its turn

Test Case: All markings in each box should be correct "X" and "O"

Failed

Jayden Banks

Actual: All markings correct except the middle left box which is a lower case "o"

Steps:

1. Click on a top row box
2. Prevent winning or computer from winning
3. On the 3rd turn the computer puts a mark in left middle box
4. That mark is lower case