Tic Tac Toe Tests

**Test 1:** The purpose of this test is to determine if the start button is functioning and allows the game to begin.

Steps:

1. Navigate to <http://127.0.0.1:5503/qa/tictacjs.html>
2. Click on the Start! Button
3. Click on any desired square to begin the game

Test Postconditions

-Either an X or an O should appear in the square selected

**Test 2:** The purpose of this test is to determine if a game can be played to completion.

Steps:

1. Navigate to <http://127.0.0.1:5503/qa/tictacjs.html>
2. Click on the Start! Button
3. Click on any desired square to begin the game
4. Continue selecting squares until there are no more to select

Test Postconditions

-An X should be the first symbol that appears.

-The computer should then be designated as the O player

-There should be alternating chances to select a square

-The winner should be declared at the end

**Bug 1:** O capitalization

Description: The casing of the O letter is not standard. It changes from capitalized format to lowercase.

A picture containing text, crossword puzzle

Description automatically generatedSteps:

1. Navigate to <http://127.0.0.1:5503/qa/tictacjs.html>
2. Click on the Start! Button
3. Click on the top right square to showcase an X
4. Let the bot select a square to showcase an O
5. Select the middle top square to showcase an X

Expected Result

-The O that appears should remain capitalized

Actual Result

-The O that appears is lowercased

**Bug 2:** Incorrect declaration of winner

Description: The declaration of the game winner is wrong. If X wins, the message displays that X lost

Shape

Description automatically generatedSteps:

1. Navigate to <http://127.0.0.1:5503/qa/tictacjs.html>
2. Click on the Start! Button
3. Begin the game by clicking on any square
4. Play the game and win

Expected Result

-If you (the X player) wins, the message displayed should read “X won”

Actual Result

-If you (the X player) wins, the message displayed reads “X lost”

**Bug 3:** After 4 clicks, the computer no longer inputs an O into a square.

Description: After clicking on 4 squares (and not winning the game), the computer stops playing the game. You (the X player) are then able to select any square and keep entering X’s.

Shape

Description automatically generatedSteps:

1. Navigate to <http://127.0.0.1:5503/qa/tictacjs.html>
2. Click on the Start! Button
3. Begin the game by clicking on the top left square
4. Click on the middle square, then on the middle right square
5. Click on the bottom left square

Expected Result

-After selecting the 4th consecutive square, the computer should generate

an O in one of the opened squares

Actual Result

-The computer stops playing the game, after the user selects 4 squares. This allows for the user to keep entering Xs on the board until they win.

Diagram

Description automatically generatedDEPLOYMENT SKETCH/VISUAL