Test Case 6

Purpose:

1. Verify that the computer player is working as intended.

Requirement Traceability:
    Requirement number appears here.
Setup:
Open the Eclipse Application.
Create a new Java Project for Eclipse.
Create a new Java Class under Project named Game, copy and paste provided code for class.
Create a new Java Class under Project named Main Menu, and paste provide code for class.
Run Main Menu class.

Follow the directions below.

Test Data:

Action	Input	Expected Output
Launch the application.		The application main GUI appears.
Set the Minutes Option to 5.	Click the textbox under the MINUTES label and enter the number 5 on the keyboard.	The textbox under the MINUTES should now display the inputted option.
Start the game.	Click the START button on the game GUI.	The application should now display the game GUI.
Place an X mark on the Game Grid	Click a square on the Game Grid.	The GUI should now display a mark placed upon the square click upon. Sequentially, the Computer will place an O mark on the Game Grid as well.
Repeat placing marks on the Game Grid till the game is finished. .	Continue click marks on the Game Grid.	After placing marks, the game should either declare a victor, or a draw. Display a popup box with the options Close, and Back to Game.
Close the Game.	Click the Close button on the popup box.	.The game should now close.

Notes:
The Seconds, Columns, Rows, Win, 2 Players? 1st Player options are left as defaults.