

Test Case 2

Purpose:

1. Verify that the game correctly processes a Victory as an O Player as a 2 Player game.

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. |
| Select the minute box | Click the box under the minutes label. Enter 5 as a keyboard input. | The minutes box now reflects the user option. |
| Select the 2 Player Option to enable it. | Click the 2Players? Checkbox. | The checkbox next to the 2 Players? is now checked. |
| Change the 1 st Player Mark to O. | Click the drop box and navigate to the O mark and click the mark. | The drop box should now display the mark O next to the label 1 st Player on the GUI. |
| Start the game. | Click the START Button. | The application now displays the game GUI. |
| Mark O on the Game Grid. | | The game GUI now displays the O mark on the leftmost |

| | | |
|--------------------------|---|---|
| Mark X on the Game Grid. | Click on the leftmost uppermost square on the grid. | uppermost square on the game Grid. The game GUI now displays the X mark to the right of the previously placed mark along with the previously marked squares. |
| Mark O on the Game Grid. | Click on the square to the right of the previously marked square. | The game GUI now displays the O mark below the previously marked O along with the previously marked squares. |
| Mark X on the Game Grid. | Click on the square below the previously marked O. | The game GUI now displays the X mark below the previously marked X along with the previously marked squares. |
| Mark O on the Game Grid. | Click on the square below the previously marked X. | The GUI now displays a pop denoting that Player O won, with two options Back to Game, and Close along with highlighting in black the sequence of O marks that won the game. |
| Close the Game. | Click on the square below the previously marked O. | The GUI should now disappear because of pressing the Close Button. |
| | Click on the Close Button. | |

Notes:

We don't check the Columns, Rows, or Win condition, we utilize the default.