

Module 6 Project:

Test Plan:

Description: I will be testing the Tic Tac Js app project! I will conduct several tests to find bugs.

Test Case: Click on an already clicked on X:

Description: Each users shouldn't be able to click on an already clicked on table and have it either disappear or add another different O to the tables

Steps: Navigate to the app, click the start button, click on at least on square, click on another X.

Test post-conditions: Users shouldnt be able to click on a field that's already clicked on and have it take away or add something new.

7/16/21

OS: Windows 10

Browser: chrome v91

Test Failed:

When a user clicks on an already generated X, another O will randomly appear on the game.

Test Case: Clicking on an O:

Description: A user shouldn't be able to click on an O that is generated by the game and have it disappear or change anything to the game.

Steps: Navigate to the app, click the start button, click on an O that is auto generated by the game.

Test post-conditions: Users should be able to add anything new or change anything existing by clicking on an auto generated O.

7/16/21

OS: Windows 10

Browser: chrome v91

Test Failed:

When a user clicks on a generated O, it will change to an X and another O will generate.

Test Case: Every 4 :

Description: Each user should be able to complete the game

Steps: Navigate to the app, click the start button, complete a game.

Test post-conditions: Users should be able to complete a game of Tic Tac Toe.

7/16/21

OS: Windows 10

Browser: chrome v91

Test Failed:

After generating three O's, it will stop generating them. Meaning you can only click the X 3 times before the game will break.

Deployment Sketch

