Tesztesetek:

* Test that the start button generates the 6 x 7 grid properly and empty when it’s pressed.
* The player is able to „drop a piece” into the grid.
* The player is unable to drop another piece into an already full column.
* The player cannot drop a piece outside of the grid.
* The turns of the players are properly switching, the colour of the pieces switch every turn.
* The grid updates after every turn and properly places the pieces.
* Test for all three possible win situations, horizontal, vertical and diagonal.
* Test for a possible draw situation when there are no more empty places left.
* Ensure that the game correctly ends when a player wins or a draw situation happens.
* Test that the reset button empties out the grid and resets the turn tot he first player.