

Test Case ID	⌚ Test Type	Test Scenario	Test Case	Pre Conditions	Test Step	Input Data	Expected Result	Actual Results	⌚ Pass/Fail
Example	Expected	Add Item Button Functionality	Check output of item on treeview proceeded by button press	Entry widget must have a input	1. Open Window 2. Navigate to interactive widgets 3. Input a task that would like to be completed in entry 4. Press the Add Item Button	- Do the laundry	Display "Do the laundry" in the treeview widget	Displayed the "Do the laundry" task in the treeview widget	Pass
1	Expected	Game Button Widget Stylisation	Check if button inherited new background colour	Initiate programme	1. Open Window	(Nil)	Change background colour to red	Did not execute style	Fail
2	Expected	Game Button Widget Stylisation	Check if button inherited new font	Initiate programme	1. Open Window	(Nil)	Change button font to Comic Sans	No change to X character	Fail
3	Expected	Game Button Widget Stylisation	Check if button changed to the appropriate box shape	Initiate programme	1. Open Window	(Nil)	Change background colour to red	Successfully changed size into a box rather than a rectangle	Pass
4	Expected	Game Button Widget Stylisation	Check if button stops applying offset when pressed	Initiate programme	1. Open Window	Press Button	Does not apply an automatic offset to the bottom right corner	Failed to maintain character in the center of the button widget	Fail
5	Expected	Game Button Widget Stylisation	Check if new creation of button is the correct size	Initiate programme	1. Open Window	(Nil)	The button will be a square shape	The button managed to follow the anticipated sizing	Pass
6	Expected	Game Button Widget Stylisation	Check if button inherits new X design	Initiate programme	1. Open Window	(Nil)	The button shows what it would look like if it was pressed during the players turn	The button properly inherited the new x icon	Pass
7	Expected	Game Button Widget Stylisation	Check if button changes colour when pressed	Initiate programme	1. Open Window	Press Button	The button will change to a red colour based on the blueprint	Failed to show colour since it is deactivated	Fail
8	Expected	Game Button Widget Stylisation	Check if button will change the styles in the 3x3 grid	Initiate programme	1. Open Window	(Nil)	The buttons in the game grid will change based on the new style	Changed all styles of the buttons appropriately	Pass
9	Expected	Game Button Widget Stylisation	Check if the button inherits new O design with colour blue	Initiate programme	1. Open Window	Press Button	Button will change to o and become blue when pressed	Failed to change the colour of button but instead red due to style	Fail
10	Expected	Restart Button Widget Stylisation	Check if button changes font appropriately	Initiate programme	1. Open Window	(Nil)	Button will inherit new font from new style	Displayed new font style	Pass
11	Expected	Score Labels Stylisation	Check if crosses label changes colour background	Initiate programme	1. Open Window	(Nil)	Label will inherit new colour red being crosses	Successfully displayed new design of label	Pass
12	Expected, Boundary	Score Label	Check if score resets on restart button press	Crosses, Tie or Circles must have atleast 1 score	1. Open Window 2. Play game till player has atleast 1 point	Press Button	Label will reset to zero	Successfully changed value to zero	Pass
13	Expected	Game Animations	Check if game will showcase how the game has won	Crosses or Circles are about to win the game	1. Open Window 2. Play game till player has atleast 1 point	Press Button	Game will wait a few seconds showcasing the game of the board then reset the game	Failed to showcase all moves made by players	Fail
14	Expected	Game Animations	Check if game will showcase green win indicator for 'x's	Crosses are about to win the game	1. Open Window 2. Play game till player has atleast 1 point	Press Button	X's will change their style to green then reset game	Failed ot reset game	Fail
15	Expected	Code Reorganisation	Check if new main window would create	Initiate Programme	1. Open Window	(Nil)	Change a new window to the main window of the programme	Successfully transferred parent as the new main window instead of game	Pass

16	Expected	Code Reorganisation	Check that new button created on main window would open game window	Initiate Programme	1. Open Window 2. Press Open Game Button	Press Button	Open Game Window loading all widgets on the game window with a playable programme	Failed to play game	Fail
17	Expected	Code Reorganisation	Check that back button returns to the main menu	Game Programme is opened	1. Open Window 2. Press Open Game Button 3. Press Back Button	Press Button	When the back button is pressed the game window should close opening the main menu	Successfully opened main menu	Pass
18	Expected	Main Menu	Check that buttons (PVP, PVE, Scoreboard and tutorial would successfully display)	Initiate Programme	1. Open Window	(Nil)	Buttons display on the main menu tkinter programme	Successfully displayed button widgets	Pass
19	Expected	Main Menu	Check that buttons (PVP, PVE, Scoreboard and tutorial inherit made themes)	Initiate Programme	1. Open Window	(Nil)	Buttons would inherit styles that were created in separate class	Successfully displayed styles	Pass
20	Expected	Main Menu	Check that title label is placed on the left side of the tkinter window	Initiate Programme	1. Open Window	(Nil)	Title will initiate with custom font with appropriate sizing and text wrapping to match drawing blueprint	Successfully displayed title appropriately	Pass
21	Expected	Main Menu	Check output of tutorial button widget	Initiate Programme	1. Open Window 2. Press Tutorial Button	Press Button	Button will open popup displaying the rules of the game	Successfully displayed rules	Pass
22	Expected	Main Menu	Check output of score button widget	Initiate Programme	1. Open Window 2. Press Scoreboard Button	Press Button	Button will open new popup and display the retro-like style template for highscores concerning player vs ai	Successfully displayed highscore samples	Pass
23	Expected	Score Popup	Check out of treeview styling	Initiate Programme	1. Open Window 2. Press Scoreboard Button	Press Button	Widget interface will have updated to new stylised design	Failed to inherit new design	Fail
24	Expected	Score Popup	Check if button is placed below treeview widget	Initiate Programme	1. Open Window 2. Press Scoreboard Button	Press Button	Widget will be placed via grid function underneath the treeview widget	Successfully placed widget	Pass
25	Expected	Game AI	Check that AI makes a move right after player	Game Opened	1. Open Window 2. Open Game Window 3. Make a move via button press	Press Button	AI opposition will randomly pick a random available square	Failed to choose free tiles on the game space	Fail
26	Expected	Game AI	Check ai tie condition	Game Opened	1. Open Window 2. Open Game Window 3. Make a move via button press	Press Button	Game will reset when both player and ai have no available moves	Failed to proceed to another new game	Fail
27	Expected	Game AI	Check ai win condition	Game Opened	1. Open Window 2. Open Game Window 3. Make a move via button press	Press Button	Game will reset in favour of ai	Game Reset	Pass
28	Expected	Game AI	Check that ai score increases when won	Game Opened	1. Open Window 2. Open Game Window 3. Make a move via button press	Press Button	Score will increase by one on the top right	AI gained one point displayed by score label	Pass
29	Expected	Game AI	Check that ai doesn't make another turn if player has already won	Game Opened	1. Open Window 2. Open Game Window 3. Make a move via button press	Press Button	Game will reset to new game	Failed to start new game without ai making another move	Fail

30	Expected	ScoreBoard	Check if new font is initialised onto treeview widget	ScoreBoard Opened	1. Open Window 2. Open ScoreBoard	Press Button	Font will change the local font of other widgets	Successfully changed design	Pass
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