

Part 1: Manual Testing

-----Test 1-----

Result:-----PASS

Clicking the start button will initiate a game and allow the user to click on the boxes and receive a response.

Steps:

1. navigate to website
2. select start
3. click any box within the tic tac Js app to receive a response

Test Postcondition:

After initiating a start the user should be able to select any square within the tic tac js box.

-----Test 2-----

Result:-----FAIL

After starting a game the user should be able to select the box and play a 'move', the computer should respond with a counter move.

Steps

1. navigate to website
2. initiate game
3. click a square until all squares are clicked or match is won/lost

Test Postcondition:

After each user click the computer should have a counter move by filling in one of the squares.

-----Test 3-----

Result:-----FAIL

While playing the game, if the user wins or loses the appropriate response should be displayed.

Steps

1. navigate to website
2. start a game
3. win a game
4. refresh page & repeat steps 1-2
5. lose a game

Test Postcondition

After each win/lose the correct response "X Lost"/"O Lost" should be displayed.

-----Test 4-----

Result:-----FAIL

Broad test: For every user input there should be a counter input from the computer.

Steps

1. Play the tic tac js game

Test Postcondition

After each (one) user input the computer should have a counter (one) input. One X to one O for every one turn by the user.