

Instructions

- There are two players for the game (or one player and one AI) if there is only one player.
- Each player takes it in turns to either place a Nought (O) or Cross (X) in the 3x3 grid
- The aim of the game is to get either 3 Noughts (O) or Crosses (X) in a row, column or diagonal.
- If the entire grid is filled and no one wins then the game ends in a draw.⁷

PLAN

Using lists and arrays to create the grid. Use the pop function to replace the square with the O or X

If the player tries to place a nought/cross in a square that has been used

- Error message saying "This square has been taken, please try another"

Players can select a square by typing in either:

TL, TC , TR

ML, MC,MR

BL, BC, BR

If the have typed an invalid square

- Error message "invalid square, please enter a valid square"

Test Number	Test Description	Test Data	Test Outcome
1	Testing whether the grid works by playing		Noughts or Crosses should appear when you click the box
2	Test whether the code recognises that there is a winner or not by playing the game until one player has won		Once there is a winner the game should say that there is a winner (and announce the right player as the winner)
3	Test whether the code recognises that the game has draw by playing into a draw		When a tie occurs the game should stop and announce that there is a draw
4	Test to see whether the counter manages to keep count of the amount of rounds won.		Play the game multiple times and keep score of it. See whether the score displayed is the same.