

Overview

Test the functionality of the app.

Test criteria:

- Make sure the game can start
- Make sure a move can be made
- Make sure the computer makes a move
- Make sure a user can't place a move over an existing move
- Make sure the computer makes as many moves as the user
- Make sure the winner is the first player to get 3 "X" or "O" in a row
- Make sure the correct winner is displayed

Entry Criteria:

- Running version of the site.
- Phone or laptop for testing.

Exit Criteria:

- All tests have been run.
- High priority tests have passed.
- Time is up.

Environment: Chrome v.94

Test 1: Steps

- Go to <http://127.0.0.1:5500/tictacjs.html>
- Press start
- Click a box
- Click on a box that the computer made a move in

Test 1: Post Conditions:

- Test failed
- A user can override the computers move

Test 2: Steps

- Go to <http://127.0.0.1:5500/tictacjs.html>
- Press start
- Click the first box
- Click the fifth box
- Click the ninth box

Test 2: Post Conditions:

- Test failed
- When the "X" wins the game the title says "X LOST"

Test 3: Steps

- Go to <http://127.0.0.1:5500/tictacjs.html>
- Press start
- Click the first box
- Click the third box
- Click the first box

Test 3: Post Conditions:

- Test fail
- The computer stopped making moves after the 3 user move