**Tic Tac Toe Qa Testing Plan**

1. **Case Test:** “X” and “O” display

This test will make sure that as the game is played that the “X” and “O” game pieces are displaying properly during each game.

**Steps:**

1. Navigate to Tic Tac JS by downloading the files and using <http://localhost:4000> to display the game in your browser
2. Select the start button above the game

3) Run through a couple games to check that the “X” and “O” pieces are displaying correctly when you select a box to place your piece.

4) Switch up your starting position each game to check each piece is working in each space.

5) document any bugs you encounter

**Test Postconditions:**

Every time you select a space, It should display a large “X” in the space you clicked, then the computer will select a space by placing a large “O” in a space”

1. **Case Test:** End of Game Display

This test will look at if the end of game message that displays if you have won or lost is displaying correctly based on the outcome of the game

**Steps:**

1. Navigate to Tic Tac JS by downloading the files and using <http://localhost:4000> to display the game in your browser
2. Select the start button above the game
3. Play through a couple of games to the end
4. Check to see if you won/lost that it displays the correct message
5. Document any bugs you encounter

**Test Postconditions:**

At the end of the game, if you get 3 in a row it should display “X Won”, if the computer gets 3 in a row it should display “X Lost”

1. **Case Test:** Game functionality

This test will make sure that the game logic is function as it should for proper game play

**Steps:**

1) Navigate to Tic Tac JS by downloading the files and using <http://localhost:4000> to display the game in your browser

2) Select the start button above the game

3)play through the game a couple of time to make sure that the computer plays the whole game and the logic of piece placement makes sense.

4)document any errors you encounter.

**Test Postconditions:**

The computer should make decisions to try and get 3 in a row and finish the entire game.

**Bug Log**

* **Case Test:** “X” and “O” display **(FAILED)**

**Description:**

Calendar

Description automatically generatedYour “X” pieces are displaying correctly, but on the second turn of each game the computer places a small “o” instead of the expected large “O”. this is a consistent problem with each game run through.

**Steps to Reproduce:**

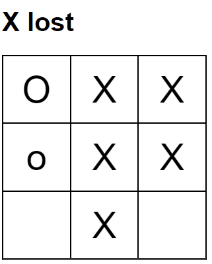
1. Navigate to the game
2. Start a game using the start button
3. Place your first and second pieces
4. The computers second turn is when the error will occur

**Expected Result:**

The computers game pieces should not vary from the large “O” during the game

* **Case Test:** End of Game Display **(FAILED)**

**Description:**

When you win the game the message displays “X Lost”

**Steps to Reproduce:**

Navigate to the game

2) Play through the game till you win or lose

3) Check the end of game message

**Expected Result:**

At the end of the game, if you get 3 in a row it should display “X Won”, if the computer gets 3 in a row it should display “X Lost”

* **Case Test:** Game Functionality **(FAILED)**

**Description:**

Table

Description automatically generated with medium confidenceThe computer does not make logical piece placements to try and win the game and stops playing after the second piece placement.

**Steps to Reproduce:**

1. Navigate to the game
2. Play through the game a couple of times
3. Try and let the computer win the game

**Expected Result:**

The computer should try and win the game and play each game till the end