|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID | Date | Test Case | Results | Comments | Issue ID |
| 1 | 10/21/2014 | 1 | P |  |  |
| 21 | F | The game sometimes declares a win even though there are not 4 stones in a row. | 1 |
| 2 | 11/4/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 12 | P |  |  |
| 13/14 | P |  |  |
| 15 | F | While the menu is open, stones can still be placed on the grid | 5 |
| 3 | 11/10/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 12 | P |  |  |
| 13/14 | P |  |  |
| 21 | F | After the game has ended, stones can still be placed on the grid. | 6 |
| 4 | 11/10/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 12 | P |  |  |
| 13/14 | P |  |  |
| 21 | F | Sometimes the game declares a win for the “red” player when there are 3 stones followed by an empty cell followed by another stone. | 7 |
| 5 | 11/10/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 12 | P |  |  |
| 13/14 | P |  |  |
| 21 | F | Background changes when a player makes a winning move | 8 |
| 6 | 11/15/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 12 | P |  |  |
| 13/14 | P |  |  |
| 25 | F | Ai makes move if player 2 is selected to go first, regardless of difficulty selection | 9 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 7 | 11/15/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 12 | P |  |  |
| 13/14 | P |  |  |
| 21 | P |  |  |
| 18 | F | Ai Doesn’t play when game resets | 10 |
| 8 | 11/15/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 12 | P |  |  |
| 13/14 | P |  |  |
| 21 | P |  |  |
| 18 | P |  |  |
| 25 | F | Player can make the Ai’s first move after board is reset | 11 |
| 9 | 11/18/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 12 | P |  |  |
| 13/14 | P |  |  |
| 25 | F | Bug in the coordinatetoindex | 12 |
| 10 | 11/18/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 12 | P |  |  |
| 13/14 | P |  |  |
| 21 | F | A full board with no winner does not result in a draw | 13 |
| 11 | 11/18/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 12 | P |  |  |
| 13/14 | P |  |  |
| 25 | F | Background doesn’t change after AI makes first move. | 14 |
| 12 | 11/27/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 12 | P |  |  |
| 13/14 | P |  |  |
| 21 | F | AI doesn’t check for win | 18 |
| 13 | 11/29/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 12 | P |  |  |
| 13/14 | P |  |  |
| 19 | P |  |  |
| 20 | F | Arrow keys cannot be used in settings. | 24 |
| 14 | 11/30/2014 | 1 | P |  |  |
| 2 - 7 | F | Unable to register or login on Windows | 26 |
| 15 | 11/30/2014 | 1 | P |  |  |
| 2 | P |  |  |
| 5 | P |  |  |
| 10 | P |  |  |
| 13 | P |  |  |
| 15 | P |  |  |
| 19 | P |  |  |
| 20 | F | Setting the wallpaper does not work | 27 |
| 16 | 11/30/2014 | 1 | P |  |  |
| 2 | P |  |  |
| 5 | P |  |  |
| 10 | P |  |  |
| 13 | P |  |  |
| 25 | F | Background does not change after each play. | 28 |
| 17 | 11/30/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 11 | P |  |  |
| 13/14 | P |  |  |
| 21 | F | The hard AI does not take the win every time. | 29 |
| 18 | 11/30/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 11 | P |  |  |
| 13/14 | P |  |  |
| 21 | F | When the AI wins, the “Winner” message displays the what was previously shown to the player or a tie. | 31 |
| 19 | 11/30/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 10 | P |  |  |
| 13/14 | P |  |  |
| 21 | F | The medium AI prefers blocking over winning.  NOTE: This is accepted as the behavior. | 32 |
| 20 | 11/30/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 11 | P |  |  |
| 13/14 | P |  |  |
| 21 | F | The hard AI stops making moves if the player plays a particular order. | 33 |
| 21 | 11/30/2014 | 1 | P | Visual components have scaling issues when resizing the application on Windows. | 34 |
| 22 | 11/30/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 12 | P |  |  |
| 13/14 | P |  |  |
| 15 | F | The logout button appears for a guest (that is obviously not logged in). | 35 |
| 23 | 11/30/2014 | 1 | P |  |  |
| 8 | P |  |  |
| 12 | P |  |  |
| 13/14 | P |  |  |
| 15 | P |  |  |
| 19 | P |  |  |
| 20 | F | The wallpaper is set successfully, but it changes when the windows is made smaller. | 36 |