

- Test Case: Page displays winner correctly
  - Steps:
    - Click “start”
    - Click 3 boxes in a row and check message that displays
    - Let computer get 3 O’s in a row and check message
  - Test Postconditions
    - Message should display appropriate message
  - Results: Failed
    - BUG REPORT
      - The message displays “X lost” when X wins and “O lost” when O wins
      - Steps to reproduce:
        - get 3 X’s in a row or 3 O’s in a row
      - Expected result:
        - Message displays “O lost” when 3 X’s are in a row and “X lost” when there are 3 O’s in a row
      - Actual results
        - Message displays “X lost” when 3 X’s are in a row and “O lost” when there are 3 O’s in a row
  
- Test Case: Computer will take its turn after the user’s turn, provided it has a turn left
  - Steps
    - Click “start”
    - Click 3 boxes
  - Test Postconditions
    - The computer takes a turn after the user, provided it has a turn left
  - Results: Failed
    - BUG REPORT
      - The computer refuses to take it’s 3rd turn when certain boxes are checked by the user
      - Steps to reproduce
        - Click “start”
        - Click the middle box on the top row, (comp will select rightmost top row)
        - Click the leftmost box on the top row, (comp will select rightmost middle row)
        - Click the middle box on the middle row
      - Expected result:
        - Comp should take another turn, ending the game
      - Actual results:
        - After the user selects the middle box, the comp freezes and refuses to take its turn

- Test Case: Each player takes an appropriate number of turns
  - Steps
    - Click “start”
    - Click 3 boxes
  - Test Postconditions
    - The winner of the game takes exactly 3 turns and the loser should take exactly 2 turns before the game ends. A maximum of 3 turns each should be taken if there is no winner
  - Results: Failed
    - BUG REPORT
      - The game does not end until there are 3 marks in a row, regardless of how many turns are taken
      - Steps to reproduce
        - Click “start”
        - Click middle box, top row, (comp will select leftmost top row)
        - Click leftmost middle row, (comp will select rightmost top row)
        - Click any other box
      - Expected result
        - Comp should take another turn and the game should end, regardless if there is a winner
      - Actual result
        - User can continue to take as many turns as it takes to win. Comp will freeze.