

#9XO testing

1. To check if there is a winner by line :
 - for user you need to input in (X; O) fields following combinations:
(0;1)+Set button, (1;1)+Set button, (2;1)+Set button
 - for computer you need to input in (X; O) fields following combinations:
(0;0)+Set button, (2;0)+Set button, (0;2)+Set button, (1;2)+Set button
2. To check if there is a winner by column :
 - for user you need to input in (X; O) fields following combinations:
(2;0)+Set button, (2;1)+Set button, (2;2)+Set button
 - for computer you need to input in (X; O) fields following combinations:
(0;0)+Set button, (2;0)+Set button, (2;1)+Set button, (0;2)+Set button
3. To see the situation when there is no winner and the game is finished:
(2;0)+Set button, (0;1)+Set button, (1;1)+Set button, (1;2)+Set button, (2;2)+Set button
4. If input a number more than 2 in (X; O) fields you will see a pop-up message "Please input numbers 0, 1 or 2 to continue". While you tap "OK" on the message you will see two empty (X; O) fields to continue your new input.
5. To be informed of the status of game you will see different messages with different colors on the top of the screen:
 - "Let's play XO!" - purple - during the game.
 - "Not available!" - red - when you input numbers in (X; O) fields that are already occupied.
 - "No winner" - cyan - when there is no winner and the game is finished.
 - "You win!" - green - when the user wins.
 - "Computer wins!" - yellow - when the computer wins.
6. "Play again" button becomes active when the game is finished in the following situations: user or computer won or there is no winner.
7. When you tap "Play again" button you will see game started and this button will be inactive. "Set" button will become active.