Test Num	Description of Test	Test data	Expected outcome	Actual Outcome	Comments and fixes
1	Test x is accepted as input	x	x is accepted and playersymbol becomes '✕'	x is accepted and playersymbol becomes '✕'	' ' is not accounted for when the error message for anythings else pops up
2	Test X is accepted as input	X	X is accepted and playersymbol becomes '✕'	X is accepted and playersymbol becomes '✕'	' ' is not accounted for when the error message for anythings else pops up
3	Test o is accepted as input	o	o is accepted and playersymbol becomes '◯'	x is accepted and playersymbol becomes◯'	' ' is not accounted for when the error message for anythings else pops up
4	Test o is accepted as input	O	O is accepted and playersymbol becomes '◯'	O is accepted and playersymbol becomes '◯'	' ' is not accounted for when the error message for anythings else pops up
5	Test 0 is accepted as input	0	0 is accepted and playersymbol becomes '◯'	0 is accepted and playersymbol becomes◯'	' ' is not accounted for when the error message for anythings else pops up
6	Test Computer tries to win when it has two in a row	Play until computer has two marks in a row	Computer takes the spot to win	Computer takes the spot to win	Computer will choose one from multiple choices based on order of the code in the

					defining block
7	Test Computer blocks player moves	Enter 0, and then enter two moves to make a line that is blockable	The computer will block the line	The computer blocks the line	Computer will choose one from multiple choices based on order of the code in the defining block