Tic-tac-toe

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System Test Plan

ECU177 - Computing

# Test Plan

Goals and objectives:

This document explains the proposal for testing the game Tic-Tac-Toe programmed on a Raspberry Pi. The purpose of testing our game is to confirm that our code has met all necessary requirements in order to claim that it is an effective and efficient product. Once our test plan is completed it will allow us to determine the quality of our game through thorough evaluation. The test plan will take into consideration of the following:

* The scenario of where/how it will be tested
* What are expected results are to be
* Actual results

We aim to have completed a game which is bug-free and runs smoothly every time. If we do come across any issues before final implementation, we will attempt to fix them to ensure that it does not hinder the quality of our game.

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| --- | --- | --- | --- | --- | --- |
| Test No. | Test Data | How to Test | Expected Results | Actual Results | Fail/Pass |
| 1 | Themes – Black | To test this, you will have to click on Black from the Themes drop downlist. | After the user clicks on Black from the Themes dropdown list, the game board should have a black background for the scoreboard and the change of order of who goes first board as well. | Once the user clicked on Black from the Themes drop down list, the game board background changed to black as shown in figure 1.1    **Figure 1.1** | **PASS** |
| 2 | Themes - Blue | To test this, you will have to click on Blue from the Themes drop down list. | After the user clicks on Blue from the Themes drop down list, the game board should have a blue background for the scoreboard and the change of order of who goes first board as well. | Once the user clicked on Blue from the Themes drop down list, the game board background changed to blue as shown in figure 1.2    Figure 1.2 | **PASS** |
| 3 | Themes - White | To test this, you will have to click on White from the Themes drop down list. | After the user clicks on White from the Themes drop down list, the game board should have a white background for the scoreboard and the change of order of who goes first board as well. | Once the user clicked on White from the Themes drop down list, the game board background changed to white as shown in figure 1.3    Figure 1.3 | **PASS** |
| 4 | Help -Instruction | To test this, you will have to click on instruction from the Help drop down list. | After the user clicks on instruction from the Help drop down list, we are expected to see a dialogue box which provides instruction of how to play the game | A dialogue box with instructions of the game was displayed when the user clicked on the instruction button as shown on figure 2.1    **Figure 2.1** | **PASS** |
| 5 | Help -About | To test this, you will have to click on About from the Help drop down list. | After the user clicks on About from the Help drop down list, we are expected to see a dialogue box which provides information about the game | A dialogue box with information about the game was displayed when the user clicked on the About button as shown on figure 2.2    **Figure 2.2** | **PASS** |
| 6 | Game Type – Play Against AI | Play against Ai from the Game Type drop down list. | After the user clicks on Play against Ai button, the user should be able to play against the computer | The user was able to play against the computer as shown in figure 2.3    **Figure 2.3** | **PASS** |
| 7 | File - New Game | To test this, you will have to select New Game from the File drop down list. | Once the user clicks on New Game button, the game should start all over with the board being empty without no "X" or "O" | The game started all over as shown in figure 3.1    **Figure 3.1** | **PASS** |
| 8 | File - Exit | To test this, you will have to select Exit from the File drop down list. | Once the user clicks on Exit button, the game should close. | Tic Tac Toe game closed | **PASS** |
| 9 | Change of order of who goes first | To test this, the user will have to select one of the spots on the board. In this case "X" goes first | Once the user selects a spot on the game board, the pattern must change from "x" to "o" | User selected a spot so the pattern changed for "O" to take turn as shown in figure 3.2    **Figure 3.2** | **PASS** |
| 10 | Scoreboard | This will be tested by winning the game and when the pop up box asks ‘would you like to play again?’ the user must selected ‘Yes’ in order for the scoreboard to update. | When the first player wins it should give 1 point to the player and the points will go numerically whenever ta player wins and wish to continue their game | Screen%20Shot%202015-12-09%20at%2012.22.39.png  This screen shot shows that player 1 has earned themselves 1 point, which means our scoreboard is functioning correctly. | **PASS** |