System Test Plan: Connect Game

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Introduction:

All tests are executed running ConnectGame from the csc116-601-CE-02/ConnectGame/bin directory.
Test files and redirected output are in the csc116-601-CE-02/ConnectGame/test_files directory.

Output for some tests can be very lengthy. The expected results only include the information required for determining if the test passes. Usually, this will be the end of the output unless the test specifically requires intermediate checks.

Test Files: Used for console input

- testCreateEightByEightBoard.txt
- testCreateTenByTenBoard.txt
- testCreateTwelveByTwelveBoard.txt
- testThirdArgument.txt
- testFourthArgument.txt
- testInvalidInputString.txt
- testInvalidInputZero.txt
- testInvalidInputGreaterThan.txt
- testAddPieceToFullColumn
- testValidInputPlayer1.txt
- testValidInputPlayer2.txt
- testIncrementLongestConnect.txt
- testMaxContiguousHorizontalAndVerticaltxt
- testMaxContiguousDiagonal.txt
- testVerticalVictory.txt
- testHorizontalVictory.txt
- testForwardSlashVictory.txt
- testBackSlashVictory.txt
- testExtraLongHorizontalVictory.txt
- testExtraLongDiagonalVictory.txt
- testDraw.txt
- testStartNewGameError.txt
- testStartNewGameNo.txt
- testStartNewGameYes.txt
- testMultiGameStatIncrease.txt

Output corresponding to these input files is piped to files with the same name prefixed with output_.

Test Cases:

Test ID	Description	Expected Results	Actual Results
testCreateEightByEightBoard Author: Christine Weld	$ java ConnectGame 4 Player1 Player2 (display game board) Enter the column to place your X piece (1 - 8): **q**	Welcome to Connect Four Player1 plays first with symbol X Player2 plays next with symbol O 1 2 3 4 5 6 7 8 |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| Player Player1 (X) has 0 connected pieces. Enter the column to place your X piece (1 to 8) or q to quit: Thank you for playing today. Good bye!	As expected: See /test_files/output_testCreateEightByEightBoard.txt
testCreateTenByTenBoard Author: Christine Weld	$ java ConnectGame 5 Player1 Player2 … (display game board) Enter the column to place your X piece (1 to 10) or q to quit: **q**	Welcome to Connect Five Player1 plays first with symbol X Player2 plays next with symbol O 1 2 3 4 5 6 7 8 9 10 |_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_| Player Player1 (X) has 0 connected pieces. Enter the column to place your X piece (1 to 10) or q to quit: Thank you for playing today. Good bye!	As expected: See /test_files/output_testCreateTenByTenBoard.txt

Test ID	Description	Expected Results	Actual Results
testCreateTwelveByTwelveBoard Author: Christine Weld	$ java ConnectGame 6 Player1 Player2 … (display game board) Enter the column to place your X piece (1 to 12) or q to quit: **q**	Welcome to Connect Six Player1 plays first with symbol X Player2 plays next with symbol O 1 2 3 4 5 6 7 8 9101112 |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| Player Player1 (X) has 0 connected pieces. Enter the column to place your X piece (1 to 12) or q to quit: Thank you for playing today. Good bye!	As expected: See /test_files/output_testCreateTwelveByTwelveBoard.txt
testInvalidGameSizeSmall Author: Christine Weld	$ java ConnectGame 3	Usage: java ConnectGame (4 - 6) player1 player2	As expected: Usage: java ConnectGame (4 - 6) player1 player2
testInvalidGameSizeLarge Author: Christine Weld	$ java ConnectGame 7	Usage: java ConnectGame (4 - 6) player1 player2	As expected: Usage: java ConnectGame (4 - 6) player1 player2
testInvalidFirstArgument Author: Christine Weld	$ java ConnectGame X	Usage: java ConnectGame (4 - 6) player1 player2	As expected: Usage: java ConnectGame (4 - 6) player1 player2
testSecondArgument Author: Christine Weld	$ java ConnectGame 4 Alpha …	Usage: java ConnectGame (4 - 6) player1 player2	As expected: Usage: java ConnectGame (4 - 6) player1 player2

Test ID	Description	Expected Results	Actual Results
testThirdArgument Author: Christine Weld	$ java ConnectGame 4 Alpha Beta … Enter the column to place your X piece (1 - 8): **1** (display game board) Enter the column to place your O piece (1 to 8) or q to quit: **q**	… Player Alpha (X) has 0 connected pieces. Enter the column to place your X piece (1 to 8) or q to quit: 1 2 3 4 5 6 7 8 |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |X|_|_|_|_|_|_|_| Player Beta (O) has 0 connected pieces. Enter the column to place your O piece (1 to 8) or q to quit: Thank you for playing today. Good bye!	As expected: See /test_files/output_testThirdArgument.txt
testFourthArgument Author: Christine Weld	$ java ConnectGame 4 Alpha Beta Gamma … Enter the column to place your X piece (1 - 8): **1** (display game board) Enter the column to place your O piece (1 to 8) or q to quit: **q**	… 1 2 3 4 5 6 7 8 |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |X|_|_|_|_|_|_|_| Player Beta (O) has 0 connected pieces. Enter the column to place your O piece (1 to 8) or q to quit: Thank you for playing today. Good bye! (Any more than three command line arguments are ignored)	As expected: See /test_files/output_testFourthArgument.txt
testInvalidInputString Author: Christine Weld	$ java ConnectGame 4 Player1 Player2 … Enter the column to place your X piece (1 to 8) or q to quit: **abc** Enter the column to place your X piece (1 to 8) or q to quit: **q**	… Player Player1 (X) has 0 connected pieces. Enter the column to place your X piece (1 to 8) or q to quit: Not a number, please try again. Enter the column to place your X piece (1 to 8) or q to quit: Thank you for playing today. Good bye!	As expected: See /test_files/output_testInvalidInputString.txt

Test ID	Description	Expected Results	Actual Results
testInvalidInputZero Author: Christine Weld	$ java ConnectGame 4 Player1 Player2 … Enter the column to place your X piece (1 to 8) or q to quit: **0** Enter the column to place your X piece (1 to 8) or q to quit: **q**	… Player Player1 (X) has 0 connected pieces. Enter the column to place your X piece (1 to 8) or q to quit: Invalid column number, please try again. Enter the column to place your X piece (1 to 8) or q to quit: Thank you for playing today. Good bye!	As expected: See /test_files/output_testInvalidInputZero.txt
testInvalidInputGreaterThan Author: Christine Weld	$ java ConnectGame 4 Player1 Player2 … Enter the column to place your X piece (1 to 8) or q to quit: **13** Enter the column to place your X piece (1 to 8) or q to quit: **q**	… Player Player1 (X) has 0 connected pieces. Enter the column to place your X piece (1 to 8) or q to quit: Invalid column number, please try again. Enter the column to place your X piece (1 to 8) or q to quit: Thank you for playing today. Good bye!	As expected: See /test_files/output_testInvalidInputGreaterThan.txt
testAddPieceToFullColumn Author: Christine Weld	$ java ConnectGame 4 Player1 Player2 … Player1: 1, Player2: 1, Player1: 1, Player2: 1, Player1: 1, Player2: 1, Player1: 1, Player2: 1 Enter the column to place your X piece (1 to 8) or q to quit: **1** Enter the column to place your X piece (1 to 8) or q to quit: **q**	… 1 2 3 4 5 6 7 8 |O|_|_|_|_|_|_|_| |X|_|_|_|_|_|_|_| |O|_|_|_|_|_|_|_| |X|_|_|_|_|_|_|_| |O|_|_|_|_|_|_|_| |X|_|_|_|_|_|_|_| |O|_|_|_|_|_|_|_| |X|_|_|_|_|_|_|_| Player Player1 (X) has 1 connected pieces. Enter the column to place your X piece (1 to 8) or q to quit: Sorry, that column is full, please try again: Player Player1 (X) has 1 connected pieces. Enter the column to place your X piece (1 to 8) or q to quit: Thank you for playing today. Good bye!	As expected: See /test_files/output_testAddPieceToFullColumn.txt

Test ID	Description	Expected Results	Actual Results
testValidInput Player1 Author: Christine Weld	$ java ConnectGame 4 Player1 Player2 … Enter the column to place your X piece (1 - 8): **4** (display game board) Enter the column to place your O piece (1 to 8) or q to quit **q**	… Player Player1 (X) has 0 connected pieces. Enter the column to place your X piece (1 to 8) or q to quit: 1 2 3 4 5 6 7 8 |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|X|_|_|_|_| Player Player2 (O) has 0 connected pieces. Enter the column to place your O piece (1 to 8) or q to quit: Thank you for playing today. Good bye!	As expected: See /test_files/output_testValidInputPlayer1.txt
testValidInput Player2 Author: Christine Weld	Using previous test input … Enter the column to place your O piece (1 - 8): **2** Enter the column to place your X piece (1 - 8): **q**	… Player Player2 (O) has 0 connected pieces. Enter the column to place your O piece (1 to 8) or q to quit: 1 2 3 4 5 6 7 8 |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|O|_|X|_|_|_|_| Player Player1 (X) has 1 connected pieces. Enter the column to place your X piece (1 to 8) or q to quit: Thank you for playing today. Good bye!	As expected: See /test_files/output_testValidInputPlayer2.txt

Test ID	Description	Expected Results	Actual Results
testIncrement LongestConne ct Author: Christine Weld	$ java ConnectGame 4 Player1 Player2 … Player1: 1, Player2: 2, Player1: 1, Player2: 2 (display game board) Player1: 1, Player2: 2 (display game board) Player1: Enter the column to place your X piece (1 - 8): **q**	Player Player2 (O) has 2 connected pieces. Enter the column to place your O piece (1 to 8) or q to quit: 1 2 3 4 5 6 7 8 |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |X|O|_|_|_|_|_|_| |X|O|_|_|_|_|_|_| Player Player1 (X) has 2 connected pieces. Enter the column to place your X piece (1 to 8) or q to quit: 1 2 3 4 5 6 7 8 |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |X|O|_|_|_|_|_|_| |X|O|_|_|_|_|_|_| |X|O|_|_|_|_|_|_| Player Player1 (X) has 3 connected pieces. Enter the column to place your X piece (1 to 8) or q to quit: Thank you for playing today. Good bye!	As expected: See /test_files/output_testIncrementLongest Connect.txt

Test ID	Description	Expected Results	Actual Results
testMaxContiguousHorizontalAndVertical Author: Christine Weld	$ java ConnectGame 6 Player1 Player2 … Player1: 1, Player2: 8, Player1: 2, Player2: 9, Player1: 3, Player2: 9 Player1: 5, Player2: 11, Player1: 6, Player2: 11 (display game board) Enter the column to place your X piece (1 - 8): **4** (display game board) Would you like to play again (y/n)? **n**	… 1 2 3 4 5 6 7 8 9 10 11 12 |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|O|_|O|_| |X|X|X|_|X|X|_|O|O|_|O|_| Player Player1 (X) has 3 connected pieces. Enter the column to place your X piece (1 to 12) or q to quit: 1 2 3 4 5 6 7 8 9 10 11 12 |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|O|_|O|_| |X|X|X|X|X|X|_|O|O|_|O|_| Player1 wins! Wins Losses Draw Player1: 1 0 0 Player2: 0 1 0 Would you like to play again (y/n)? Thank you for playing today. Good bye!	As expected: See /test_files/output_testMaxContiguousHorizontalAndVertical.txt

Test ID	Description	Expected Results	Actual Results
testMaxContiguousDiagonal Author: Christine Weld	$ java ConnectGame 4 Player1 Player2 Player1: 1, Player2: 2, Player1: 2, Player2: 3, Player1: 3, Player2: 6 Player1: 3, Player2: 6 Enter the column to place your X piece (1 - 8): **3** (display game board) Enter the column to place your X piece (1 - 8): **q**	… 1 2 3 4 5 6 7 8 |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|X|_|_|_|_|_| |_|X|X|_|_|_|_|_| |X|O|O|_|_|O|_|_| Player Player1 (X) has 3 connected pieces. Enter the column to place your X piece (1 to 8) or q to quit: Thank you for playing today. Good bye!	As expected: See /test_files/output_testMaxContiguousDiagonal.txt
testVerticalVictory Author: Christine Weld	$ java ConnectGame 4 Player1 Player2 … Player1: 1, Player2: 2, Player1: 1, Player2: 2, Player1: 1, Player2: 2 Enter the column to place your X piece (1 - 8): **1** (display game board) Would you like to play again (y/n)? **n**	… 1 2 3 4 5 6 7 8 |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |X|_|_|_|_|_|_|_| |X|O|_|_|_|_|_|_| |X|O|_|_|_|_|_|_| |X|O|_|_|_|_|_|_| Player1 wins! Wins Losses Draw Player1: 1 0 0 Player2: 0 1 0 Would you like to play again (y/n)? Thank you for playing today. Good bye!	As expected: See /test_files/output_testVerticalVictory.txt

Test ID	Description	Expected Results	Actual Results
testHorizontal Victory Author: Christine Weld	$ java ConnectGame 4 Player1 Player2 … Player1: 2, Player2: 1, Player1: 3, Player2: 1, Player1: 4, Player2: 1 Enter the column to place your X piece (1 - 8): **5** (display game board) Would you like to play again (y/n)? **n**	… 1 2 3 4 5 6 7 8 |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |O|_|_|_|_|_|_|_| |O|_|_|_|_|_|_|_| |O|X|X|X|X|_|_|_| Player1 wins! Wins Losses Draw Player1: 1 0 0 Player2: 0 1 0 Would you like to play again (y/n)? Thank you for playing today. Good bye!	As expected: See /test_files/output_testHorizontalVictory.txt
testForwardSl ashVictory Author: Christine Weld	$ java ConnectGame 4 Player1 Player2 … Player1: 1, Player2: 2, Player1: 2, Player2: 3, Player1: 3, Player2: 4, Player1: 3, Player2: 4, Player1: 1, Player2: 4 Enter the column to place your X piece (1 - 8): **4** (display game board) Would you like to play again (y/n)? **n**	… 1 2 3 4 5 6 7 8 |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|X|_|_|_|_| |_|_|X|O|_|_|_|_| |X|X|X|O|_|_|_|_| |X|O|O|O|_|_|_|_| Player1 wins! Wins Losses Draw Player1: 1 0 0 Player2: 0 1 0 Would you like to play again (y/n)? Thank you for playing today. Good bye!	As expected: See /test_files/output_testForwardSlashVictory.txt

Test ID	Description	Expected Results	Actual Results
testBackSlash Victory Author: Christine Weld	$ java ConnectGame 4 Player1 Player2 … Player1: 4, Player2: 3, Player1: 3, Player2: 2, Player1: 2, Player2: 1, Player1: 2, Player2: 1, Player1: 4, Player2: 1 Enter the column to place your X piece (1 - 8): **1** (display game board) Would you like to play again (y/n)? **n**	… 1 2 3 4 5 6 7 8 |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |X|_|_|_|_|_|_|_| |O|X|_|_|_|_|_|_| |O|X|X|X|_|_|_|_| |O|O|O|X|_|_|_|_| Player1 wins! Wins Losses Draw Player1: 1 0 0 Player2: 0 1 0 Would you like to play again (y/n)? Thank you for playing today. Good bye!	As expected: See /test_files/output_testBackSlashVictory.txt
testExtraLong HorizontalVict ory Author: Christine Weld	$ java ConnectGame 4 Player1 Player2 … Player1: 1, Player2: 1, Player1: 2, Player2: 2, Player1: 3, Player2: 3, Player1: 5, Player2: 5 Enter the column to place your X piece (1 - 8): **4** (display game board) Would you like to play again (y/n)? **n**	… 1 2 3 4 5 6 7 8 |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |0|0|0|_|0|_|_|_| |X|X|X|X|X|_|_|_| Player1 wins! Wins Losses Draw Player1: 1 0 0 Player2: 0 1 0 Would you like to play again (y/n)? Thank you for playing today. Good bye!	As expected: See /test_files/output_testExtraLongHorizontalVictory.txt

Test ID	Description	Expected Results	Actual Results
testExtraLong DiagonalVictory Author: Christine Weld	$ java ConnectGame 4 Player1 Player2 … Player1: 1, Player2: 2, Player1: 2, Player2: 3, Player1: 4, Player2: 3, Player1: 3, Player2: 4, Player1: 5, Player2: 5 Player1: 5, Player2: 5 Player1: 5, Player2: 6 Player1: 4, Player2: 7 Enter the column to place your X piece (1 - 8): **4** (display game board) Would you like to play again (y/n)? **n**	… 1 2 3 4 5 6 7 8 |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|X|_|_|_| |_|_|_|X|0|_|_|_| |_|_|X|X|X|_|_|_| |_|X|0|0|0|_|_|_| |X|0|0|X|X|0|0|_| Player1 wins! Wins Losses Draw Player1: 1 0 0 Player2: 0 1 0 Would you like to play again (y/n)? Thank you for playing today. Good bye!	As expected: See /test_files/output_testExtraLongDiagonalVictory.txt

Test ID	Description	Expected Results	Actual Results
testDraw Author: Christine Weld	$ java ConnectGame 4 Player1 Player2 Player1: 1, Player2: 2 Player1: 1, Player2: 2 Player1: 1, Player2: 2 Player1: 2, Player2: 1 Player1: 2, Player2: 1 Player1: 2, Player2: 1 Player1: 1, Player2: 2 Player1: 1, Player2: 2 Player1: 3, Player2: 4 Player1: 3, Player2: 4 Player1: 3, Player2: 4 Player1: 4, Player2: 3 Player1: 4, Player2: 3 Player1: 4, Player2: 3 Player1: 3, Player2: 4 Player1: 3, Player2: 4 Player1: 5, Player2: 6 Player1: 5, Player2: 6 Player1: 5, Player2: 6 Player1: 6, Player2: 5 Player1: 6, Player2: 5 Player1: 6, Player2: 5 Player1: 5, Player2: 6 Player1: 5, Player2: 6 Player1: 7, Player2: 8 Player1: 7, Player2: 8 Player1: 7, Player2: 8 Player1: 8, Player2: 7 Player1: 8, Player2: 7 Player1: 8, Player2: 7 Player1: 7, Player2: 8 Player1: 7, Player2: 8 Would you like to play again (y/n)? **n**	1 2 3 4 5 6 7 8 |X|O|X|O|X|O|X|O| |X|O|X|O|X|O|X|O| |O|X|O|X|O|X|O|X| |O|X|O|X|O|X|O|X| |O|X|O|X|O|X|O|X| |X|O|X|O|X|O|X|O| |X|O|X|O|X|O|X|O| |X|O|X|O|X|O|X|O| It's a draw! Wins Losses Draw Player1: 0 0 1 Player2: 0 0 1 Would you like to play again (y/n)? Thank you for playing today. Good bye!	As expected: See /test_files/output_testDraw.txt
testStartNewGameError Author: Christine Weld	$ java ConnectGame 4 Player1 Player2 Player1: 1, Player2: 2, Player1: 1, Player2: 2, Player1: 1, Player2: 2 Enter the column to place your X piece (1 - 8): **1** Would you like to play again (y/n)? **Boo**	… Would you like to play again (y/n)? Unrecognized response Boo, please enter y or n.	As expected: See /test_files/output_testStartNewGameErr or.txt

Test ID	Description	Expected Results	Actual Results
testStartNewGameNo Author: Christine Weld	Using the previous test input … Would you like to play again (y/n)? **n**	… Player1 wins! Wins Losses Draw Player1: 1 0 0 Player2: 0 1 0 Would you like to play again (y/n)? Thank you for playing today. Good bye!	As expected: See /test_files/output_testStartNewGameNo.txt
testStartNewGameYes Author: Christine Weld	Using the previous test input … Would you like to play again (y/n)? **Yes** (display game board) Enter the column to place your O piece (1 - 8): **q**	… Would you like to play again (y/n)? 1 2 3 4 5 6 7 8 |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| Player Player2 (O) has 0 connected pieces. Enter the column to place your O piece (1 to 8) or q to quit: Thank you for playing today. Good bye! (Second player starts second game)	As expected: See /test_files/output_testStartNewGameYes.txt

Test ID	Description	Expected Results	Actual Results
testMultiGam eStatIncrease Author: Christine Weld	Using the previous test input twice … Would you like to play again (y/n)? **Yes** (display game board) Enter the column to place your O piece (1 - 8): **q**	… Player1 wins! Wins Losses Draw Player1: 2 0 0 Player2: 0 2 0 Would you like to play again (y/n)? 1 2 3 4 5 6 7 8 |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| |_|_|_|_|_|_|_|_| Player Player1 (X) has 0 connected pieces. Enter the column to place your X piece (1 to 8) or q to quit: Thank you for playing today. Good bye! (First player starts third game)	As expected: See /test_files/output_testMultiGameStatInc rease.txt