

Tests:

**1. Test Game Start: *Passed***

Clicking the Start! button should allow you to start a new game against the computer

Steps:

- a. Open the TicTac JS file in the browser
- b. Click "Start!"
- c. click in any square to place an X

Test Postcondition: an X is placed and the computer responds with a move.

**2. Test you can play a game: *Failed***

As you click to place X's, the computer places O's and you can complete a game of TicTacToe

Steps:

- a. Open the TicTac JS file in the browser
- b. Click "Start!"
- c. click in any square to place an X
- d. continue placing X's and O's until the game is over

Test Postcondition: You can play a full game and someone wins

Report: The computer will only play Os in the top row, and in the leftmost box on the middle row, if it is unable to play in those spots, it will stop playing.

**3. Test Win/Lost message is accurate: *Failed***

The message that displays at the end of the game should accurately state who won

Steps:

- a. Open the TicTac JS file in the browser
- b. Click "Start!"
- c. click in any square to place an X
- d. continue placing X's and O's until the game is over

Test Postcondition: The message that displays at the end of the game is correct

Report: The message displays "X lost" if you've won and "O lost" if they won

**4. Test you can't play over the opponents move: *Failed***

You should not be able to place an X on a space with an O in it

Steps:

- a. Open the TicTac JS file in the browser
- b. Click "Start!"
- c. click in any square to place an X
- d. Place your next X over the computer's O

Test Postcondition: You are not able to place the X on an O

Report: **The app allows you to play an X in a space that has an O in it. This is cheating.**