- High level (broad) Test
  - The URL should load an empty tic-tac board, the title of the game, and a start button
  - The game should allow users to start making the board when the "start button" is pressed
- Low level (specific) tests
  - When a user clicks an empty box, only the box chosen should be populated with an X
  - When the opposite player (computer) picks another empty box, only the box chosen should populate with a O
  - Players should alternate placing Xs and Os into empty boxes until a player has three letters in a row, signifying a winner
- 1 smoke/sanity test (basic run through of the whole site)
  - When the start button is pressed, players should take turns picking empty boxes with the goal of connecting either three X's or O's to win the game. Once a player has achieved three letters in a row, the game should state the winning player.

Bugs

- The game does not state who the winner is; it states the winner is the loser
  - Expected Outcome: The game states who the actual winner is, or who has connected three letter
  - Real Outcome: The game states whomever should be the winner to have lost

X lost

X	O	O
X		
X		

- After 3 turns, only the X player can input X's into the game as each turn inputs an X

- ○ Expected Outcome: The game allows players to take turns placing X's and O's onto the game card
- ○ Real Outcome: Each turn only allows placing of X's while O's are randomly placed in the top of the game card

X lost

X	O	O
o		X
X	X	X

- Player X and the computer are able to override previous answers
  - ○ Expected Outcome: The game will display the proper letters based on player decisions without allowing users to change previous decisions
  - ○ Real Outcome: The game allows users to override previously placed letters (X -> O)