Module 6 Project

Tic-Tac-Toe JS Manual Testing

Overview:

Test the functionality of the tictac.js app.

Code file:

https://ed.devmountain.com/materials/skills/ga.zip

Test Criteria:

- App can be started.
- Individual squares are clickable with desired response (X or O marked).
- The correct winner/loser displayed at the end of each game.
- App can be reset.

Testing Environment:

• Browser: Chromium 94

• OS: Windows 10

Test Case: App can be started

Setup:

Navigate to Tic-Tac-JS on the local machine.

Steps:

• Click the *Start!* button at the top of the app.

Post-Conditions:

• The squares should be clickable.

Status: Passed October 21, 2021

Test Case: App displays the correct winner

Setup:

• Navigate to Tic-Tac-JS on the local machine.

Steps:

- Click the Start! button at the top of the app.
- Get 3 marks in a row (up, down, across, or diagonally).
- Observe the text above the grid.

Post-Conditions:

• The heading should display the player (X) as the winner.

Status: Failed October 21, 2021

Test Case: Consequent computer moves

Setup:

Navigate to Tic-Tac-JS on the local machine.

Steps:

- Click the Start! button at the top of the app.
- Click a random square and observe if a consequent move has been made by the computer.

Post-Conditions:

• The computer should be making a move after each square marked by the user.

Status: Failed October 21, 2021

Test Case: Create uniform mark symbols

Setup:

• Navigate to Tic-Tac-JS on the local machine.

Steps:

- Click the Start! button at the top of the app.
- Click a random square and observe the marks displayed.

Post-Conditions:

• The 'X' and 'O' marks should always be capitalized.

Status: Failed October 21, 2021

Bug Reports:

Bug #1: Winner not displayed

Description:

• The heading shows the user (X) to have lost, even though they won the game.

Steps to reproduce:

- Start the game.
- Mark the top left cell.
- Mark the middle cell.
- Mark the lower right cell.

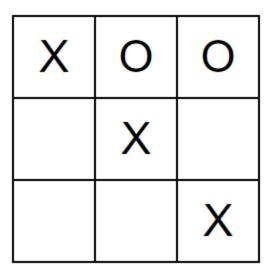
Expected result:

Heading to say "X won"

Actual results:

Heading says "X lost"

X lost



Bug #2: Computer makes no third move

Description:

• No computer move is made after the user's third move, despite the game not being over.

Steps to reproduce:

- Start the game.
- Mark the top right cell.
- Mark the top middle cell.
- Mark the lower right cell.
- Watch for any computer move afterward.

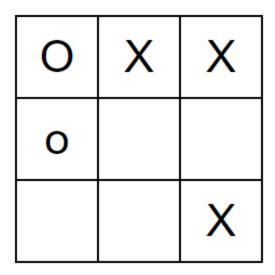
Expected result:

• Computer makes a third move.

Actual results:

• No 'O' marks by the computer. User allowed to make a fourth move.

Tic Tac JS



Bug #3: Third 'O' marked is lower case

Description:

• The third 'O' marked by the computer is not capitalized.

Steps to reproduce:

- Start the game.
- Mark three cells.
- Observe the third mark made by the computer.

Expected result:

• Third computer-marked square to contain capital 'O'

Actual results:

• Square displays lower-case 'o'

Tic Tac JS

X	0	0
0		
	X	X