

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/qa.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

X	O	O
	X	
		X

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.

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O	X	X
o		
		X

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'

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X	O	O
o		
	X	X