Test Cases

1. Action; Open up a new game

Result; Clear/refresh game board

1. Action; Click on empty space for first move

Result; Places an X

1. Action: Click on empty space for second move

Result; Places an O

1. Action; Click on an already selected space

Result; Message printed that you don’t lose your move.

1. Action; Player X clicks on an empty square
2. Action; Player X clicks on an X square
3. Action; Player X clicks on an O square
4. Write similar tests cases for Level 2 and 3.
5. Action; All moves are made with no winner

Result; Tie game

1. Action; Test case for each of the 49 winning combinations.

**Missing features:**

* Restart Button
* Score System/Tracker

**To-Do List:**

**Assign names and delivery dates for the To Do List items.**

* Finish programming win conditions
* Finish implementing Restart button
* Finish implementing Score button
* Finish documenting test cases
* Run application on Grade 11’s Computer
* Rules for Grade 11 TicTacToe competition
* Collect Feedback from Grade 11s