TEST CASES – RESIZABLE TIC TAC TOE

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| Test Description | ✓ | ✗ | | Comments |
| User can start the game | ✓ |  | |  |
| User can exit the game at any time | ✓ |  | | If user is on Logo or Rules screen, he might have to wait a few seconds |
| User numerical input gives him the right number of rows and columns | ✓ |  | | From 3 to 12 |
| Two users can play and their turns will be correctly displayed | ✓ |  | | There are some pixels above lines that, when clicked, won’t print the sign and player will loose his/her turn, although this is very unlikely once the margin is narrow |
| Game works from 3x3 up to 12x12 | ✓ |  | |  |
| Sound is played when user tries to place a sign at a busy place | ✓ |  | |  |
| Game checks correctly for vertical wins | ✓ |  | |  |
| Game checks correctly for top-left/bottom-right diagonal wins | ✓ |  |  | |
| Game checks correctly for horizontal wins | ✓ |  |  | |
| Game checks correctly for top-right/bottom-left diagonal wins | ✓ |  |  | |
| Game displays a sound when user wins | ✓ |  |  | |
| All game images are displayed correctly | ✓ |  |  | |
| Players can run the game as many times as they desire | ✓ |  | By pressing enter at any time of the game | |