

# Week 6 Assessment Bug Documentation

## Tic-Tac-JS Test Plan

### Test Criteria:

- the board should not allow clicks until start button is clicked
- once the start button is clicked, the button should disappear
- clicked cell on board should update with an X
- after human makes a move, the board should update showing the computer's move with an O
- if a full cell is clicked, the board shouldn't update until an empty cell is clicked instead
- each placed piece should be visually uniform
- the computer should respond with it's own move until a winner or tie is declared
- when the game is over, the board should no longer be editable
- once the game is over, the header should now display the outcome of the game

### Entry Criteria:

- test criteria provided
- computer for testing

### Exit Criteria:

- high priority tests have passed

### Other Criteria:

- environment
- should run on modern browsers

# Test Cases

## Start Button Test Case:

Overview:

This test will confirm the board isn't editable until the start button is clicked and the button disappears upon click

Steps:

1. Navigate to Tic-Tac-JS app
2. Click around on each of the cells on the table to make sure nothing happens
3. Select the start button and make sure it disappears
4. Select a cell on the table to confirm it now allows clicks and updates with an X

Desired Outcome:

- The board isn't editable until the start button is clicked
- Start button works according to the criteria
- The board updates with an X where clicked

## Filled Cell Test Case:

Overview:

This test will confirm that the game runs as intended e.g., computer responds with a move following the human's move; that nothing happens when a full cell is clicked

Steps:

1. Navigate to Tic-Tac-JS app
2. Click the start button
3. Select a cell to begin the game
4. Confirm that the computer responds with it's own move
5. Select an already filled cell to confirm the game does not continue

Desired Outcome:

- The computer responds with a move
- Clicking a filled cell results in nothing

## **Visual Uniformity Test Case:**

Overview:

This test will confirm that each placed piece is visually uniform

Steps:

1. Navigate to Tic-Tac-JS app
2. Click start button to begin the game
3. Continue selecting cells till the game is finished to confirm visual uniformity

Desired Outcomes:

- Each placed piece remains visually uniform

## **End Game Test Case**

Overview:

This test will confirm that the computer continues to respond with moves until the game is over, and that the header updates with the correct outcome upon game completion

Steps:

1. Navigate to Tic-Tac-JS app
2. Click start button to begin the game
3. Continue selecting cells till game is finished to confirm computer continues to respond with it's own move
4. Confirm header updates with correct outcome upon the game finishing

Desired Outcomes:

- Computer makes moves until completion of the game
- Header updates with the correct outcome

## Tests Passed

- Start Button Test Case
  - MacOS Big Sur
  - Safari 14.0.3

## Tests Failed

- Filled Cell Test Case
- Visual Uniformity Test Case
- End Game Test Case

## Bug Reports

- Filled Cell Test Case
  - Overview
    - The computer immediately responds with a move after human clicks on filled cell
  - Steps to recreate
    - Navigate to Tic-Tac-JS app
    - Begin the game
    - Select an already filled cell to confirm the game does not continue
  - Environment
    - MacOS Big Sur
    - Safari 14.0.3
- Visual Uniformity Test Case
  - Overview
    - The computer's third move updates a cell with 'o' instead of 'O'
  - Steps to recreate
    - Navigate to Tic-Tac-JS app
    - Begin the game
    - Continue selecting cells until the computer responds for the third time
  - Environment
    - MacOS Big Sur
    - Safari 14.0.3

- End Game Test Case
  - Overview
    - Computer quits responding with moves after it's third; header doesn't display the correct outcome
  - Steps to recreate
    - Navigate to Tic-Tac-JS app
    - Begin the game
    - Select cells without the intent of finishing the game until the computer has a fourth move
    - Finish the game
  - Environment
    - MacOS Big Sur
    - Safari 14.0.3