**Tic-Tac-Toe game**

**Story#1**

Title: Accept the starting input – X or O

Description: One of the two players should be able to click on a select box and choose a starting input – either X or O. This will form the starting input when the first cell is clicked on the game board.

When: “Player1” clicks on the starting drop down selection, he picks either X or O as the starting input

Then: The value selected by Player1 is displayed

**Story#2**

Title: Click the “Start Game” button

Description: Player is able to click on the “Start Game” button.

When: “Player1” clicks on the “Start Game” button

Then: The selection box disappears

**Story#3**

Title: Game board renders

Description: Players see the game board that has three rows of three cells each.

When: When “Start Game” button is clicked

Then: Once the selection box disappears it is replaced by the game board

**Story#4**

Title: Starting selection by Player1 can be recorded on one of the nine cells on the board

Description: Player1 clicks on one of the cells on the board and the value is recorded. The selected cell is also locked from modification.

When: When Player1 clicks on any of the cells

Then: The starting value appears on the cell

And: The cell is locked from further modification

**Story#5**

Title: Player2’s input is recorded one of the remaining cells.

Description: Player2 clicks on one of the remaining cells on the board and the opposite value, from that of the previous value is recorded. The selected cell is also locked from modification.

When: When Player2 clicks on any of the cells

Then: The opposite value from that of the previous value appears on the cell

And: The cell is locked from further modification

**Story#6**

Title: Check & mark winning board

Description: When game is won, disable game board from being changed, and render results pane with the message “Game Over – *winner* is the Winner!”

When: When one of the 8 cell combinations has been filled by the same symbol (X or O)

Then: Disable game board (i.e. lock the remaining cells)

And: Render results pane with following message - “Game Over – *winner* is the Winner!” where *winner* is the either X or O.

**Story#7**

Title: Check & mark drawn board

Description: When game is drawn, disable game board from being changed, and render results pane with the message “Game Over – it is a Draw!”

When: When the last cell has been filled without resulting in a winning combination

Then: Disable game board

And: Render results pane with following message - “Game Over – it is a Draw!”