Testing notes

Umove not getting rid of counter when you move over opponent’s counter – **fixed**

UAI.minimax not outputting correct board – **fixed**

UMove.checklegalmove not checking if there is counter in first cell – **fixed & screens**

UAI.makemove – when player wins, the board goes silver, probably referencing nil board -

Click on ai checker, it will highlight it and then a legal move is accepted, but you shouldn’t be able to do that in the first place. – **fixed**

Usaveload – load not correctly loading file -

then take /fake/ screenshots for errors and then fix then screenshot!

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Checklist: (probably in priority order)

Make an example MM tree for the analysis

Win conditions!!!!!!!!!! Then saveload

Comment code

Fix analysis

Blog entry

Test plan – 30 mins?

Reference stuff

For testing you can make a video and put a YT link in the references??????????????

Module (black box) (white box) testing

Class diagram for in b4 coding

Function checkwin

If length(AllPossibleMoves) = 0 then

Movelock = true?