Acceptance Test Procedure

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| Step | Procedure | Expected Results | Actual Results | ✓ or AI\* |
| 1 | Run TIcTacToeGUI program. | Gui Window appears with  buttons: SET NAME, SET NAME, SET INITIATIVE  Display of first player  Display of second player  Display of initiative  Display of current player |  |  |
| 2 | Click SET NAME button on top once. | Dialog window pop up. |  |  |
| 3 | Input name in the dialog window popped up. Then press <Return>. | Dialog window disappear. Name on top of main window change to input. |  |  |
| 4 | Click SET NAME button in middle once | Dialog window pop up. |  |  |
| 5 | Input name in the dialog window popped up. Then press <Return>. | Dialog window disappear. Name in middle of main window change to input. |  |  |
| 6 | Click SET INITIATIVE button once | INITIATIVE NAME display changes to initiative player. Current player changes to initiative player. |  |  |
| 7 | Click on top left square of game board | A cross or oval appears on top left square. The current display name changes to another player. |  |  |
| 8 | Click in different squares in game board to play game until win. | The current playing display changes with every click. The oval or cross changes with every click. A information window pop up showing the winner. |  |  |

\* After each step, if the expected results are observed then the box to the right is checked (procedure Passes).  
If the expected results are not observed, then an Action Item is written up, the number of this Action Item is placed in the box, and the procedure does not pass until the Action Item is resolved.