

## Incremental and Regression Testing for Sprint 2 (Team 11)

### Team Members:

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### Form of incremental testing: Top Down

We will be performing top down because this sprint was focused on the game, which we completed without the use of other modules. Now that we have both the game and the modules working together, we need to test starting with the game, as we have already tested the modules during sprint 1. So we started with the whole game and will test from top down to see if the game integrates well with the other modules and branches.

### Incremental Testing

Defect No.	Description	Severity	How to Correct
1	The Dynamic Grid Test The test of changing the browser size and then checking to see if the grid size adjusts	1	Prompted user to resize the browser
2	Current Player Test Current player name not shown	2	Made sure that current player is always stored
3	Chip Placing Test The chip should be placed in the bottommost circle of the grid	1	Did some calculations and placed the chip accordingly
4	Winner Declare Test After 4 chips were placed in a row, the winner wasn't being declared	1	Solved a fence post problem by resetting the game and declaring the winner
5	Alternate Player Turns Test When trying to build AI, there were random chances of the game switching between two players and one player vs. computer	1	Solved by creating two variables that made sure that the game mode would stay the same
6	Question Dialog Box Test Whether the question was	2	The dialog box should appear after each chip placed, then

	right/wrong, the chip was being placed		should disappear when the user answers, and depending on the answer, the chip will be placed or not
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### Regression Testing

Defect No.	Description	Severity	How to Correct
1	Resetting the game after a win After the declaration of winner the game would continue from the same place the next time it was played.	1	After the winner has been declared and new game needs to start it should reset and not start from the same point. Solved by a hard reset.