

Test Cases for Game Moves



User Story ID and Name

Acceptance Criterion ID

Class Name (s) of the Test Code

Method Name(s) of the Test Code

Description of the Test Case (input & expected output)

using this chart format, i want you to fill the table that depends on scoring a valid diagonal in simple and if board is full. Do it for user story Make a move in a simple game .

also, function are testHandlePlayerMove_ValidDiagonal() and TestIsBoardFull()



Here's the chart filled out for the user story "Make a move in a simple game," focusing on scoring a valid diagonal and testing if the board is full:

User Story ID and Name	Acceptance Criterion ID	Class Name(s) of the Test Code	Method Name(s) of the Test Code	Description of the Test Case (input & expected output)
Make a move in a simple game	1.1	`GameControllerTest`, `GameLogicTest`	`testHandlePlayerMove_ValidDiagonal()`	Input: Player makes a move that forms a valid diagonal SOS. Board state reflects a diagonal sequence. Expected Output: The game recognizes a diagonal win and updates

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				score according to the number of moves made.
Make a move in a simple game	1.2	`GameControllerTest`, `GameLogicTest`	`TestIsBoardFull()`	Input: A board with all cells filled with pieces. Expected Output: The game recognizes the board is full and ends the game if no more moves are possible.

This table represents two test cases for validating a diagonal scoring move and detecting when the board is full in your JavaFX-based SOS game.

ChatGPT can make mistakes. Check important info.