

Black Box testing
for
TIC-TAC-TOE FOREVER

By

Group A

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Black Box Testing:

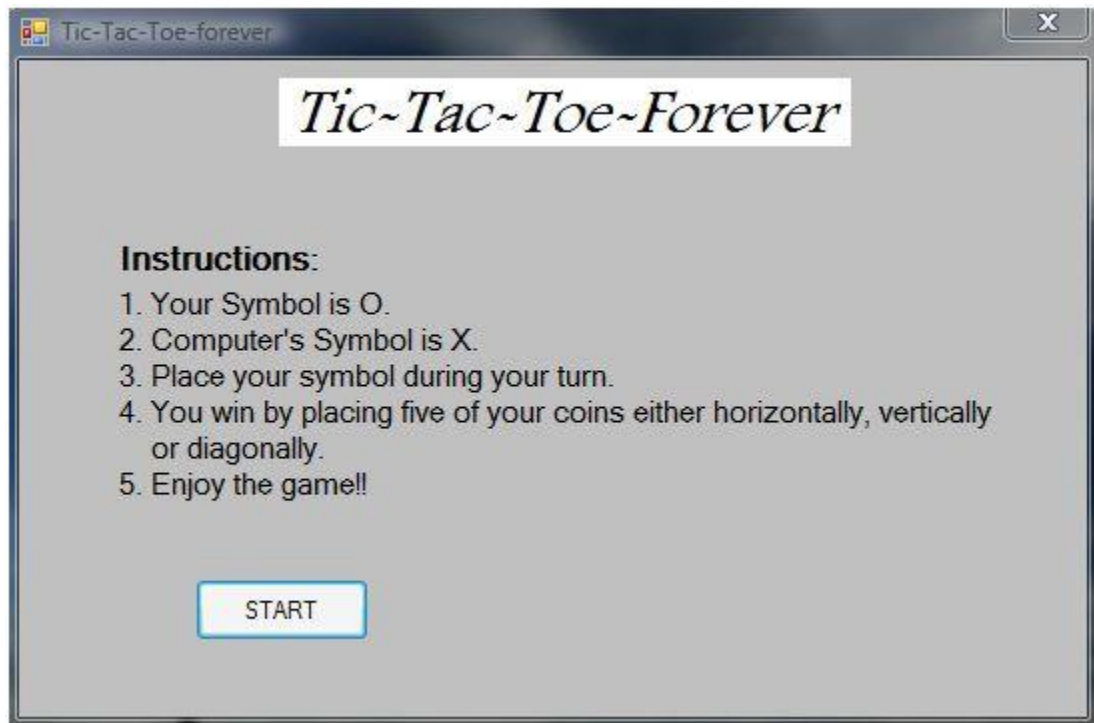
1. Requirement:

1. Player starts a game with the CPU.
2. Welcome screen is displayed with two buttons to start the game and to show instructions.



2. Requirement:

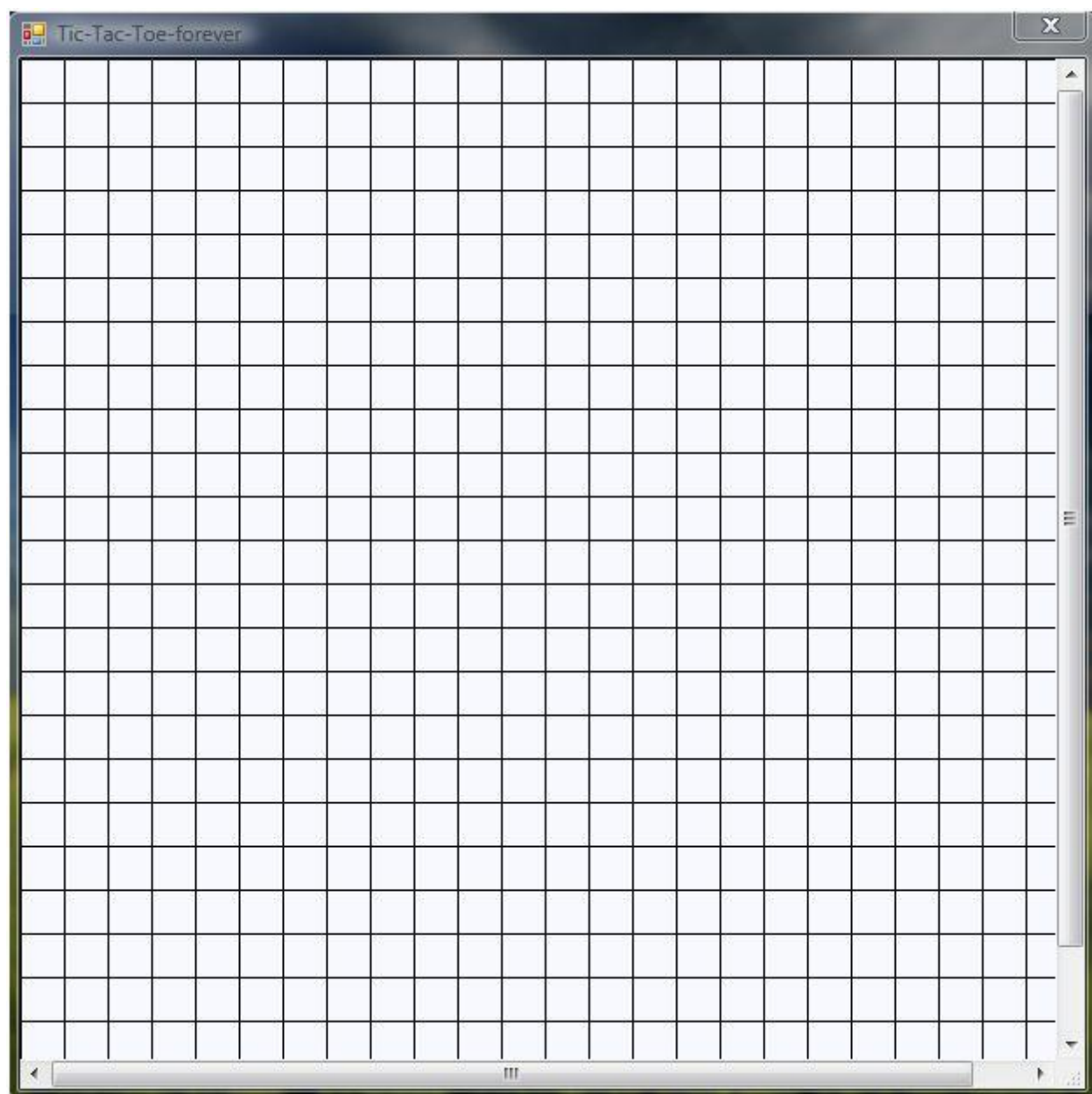
The product will display instructions on how to play the game when the user clicks on the Instructions button.



3. Requirement :

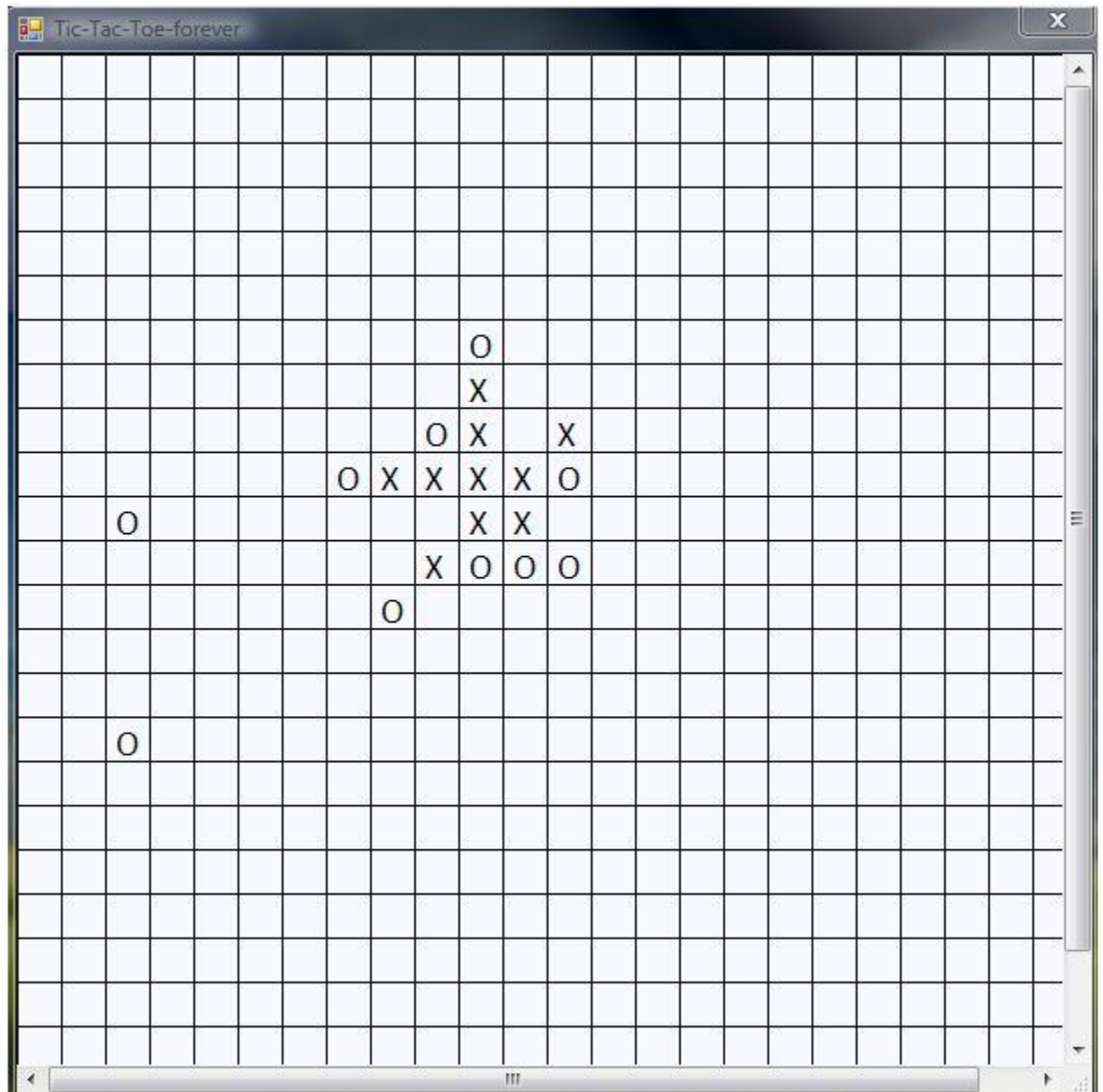
An empty grid of size 25*25 will be displayed when user clicks the start button.





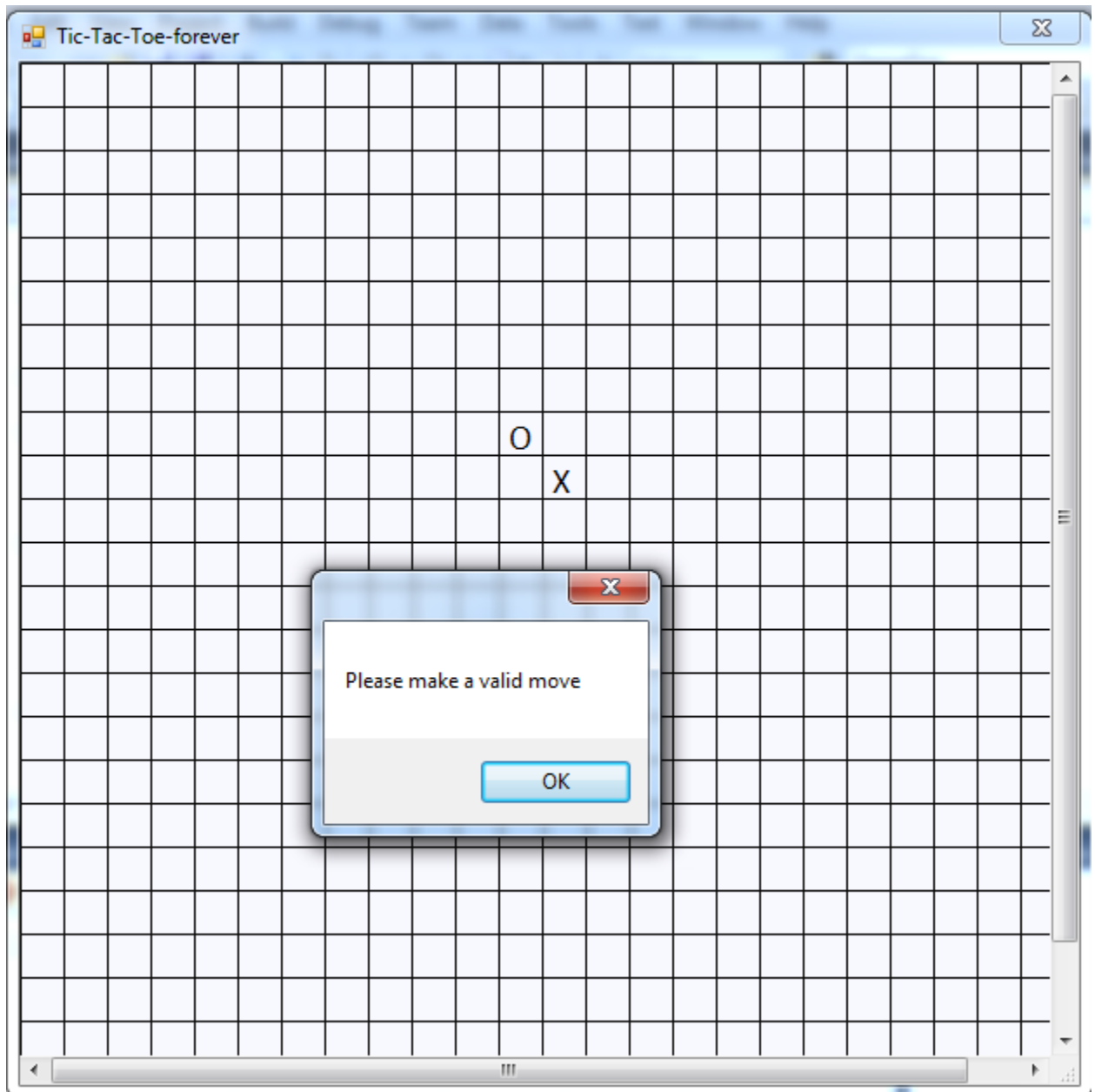
4. Requirement:

When the user makes a move by placing a 'O' symbol on the grid the CPU responds with a counter move placing a 'X' symbol on the grid and vice-versa.



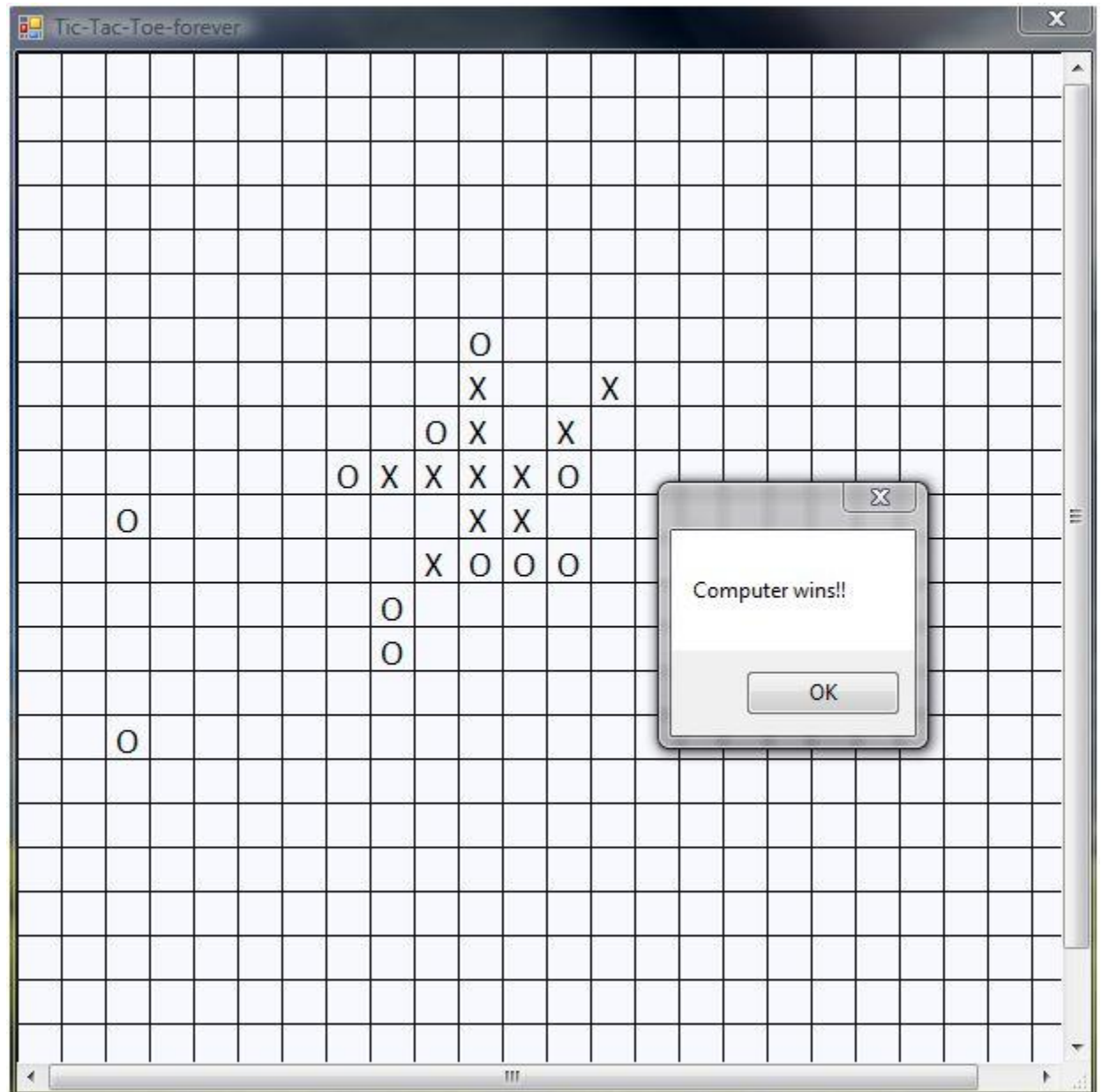
5. Requirement:

The user is notified when he makes a invalid move.



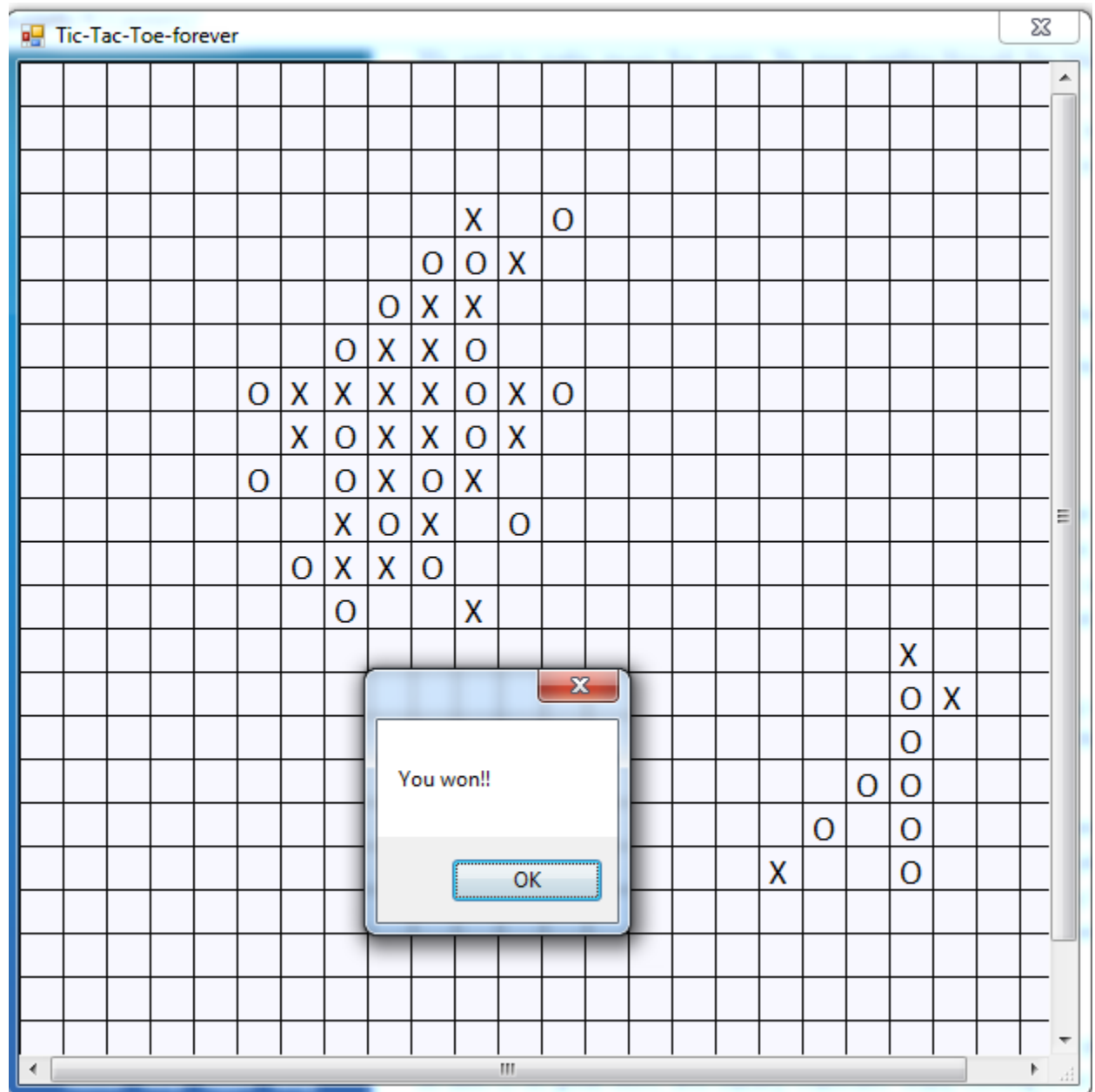
6. Requirement:

When the system places five consecutive coins either horizontally or vertically or diagonally the system wins the game and the message that computer wins will be displayed as shown below.



7. Requirement:

When the user places five consecutive coins either horizontally or vertically or diagonally the user wins the game and the message that Player wins.



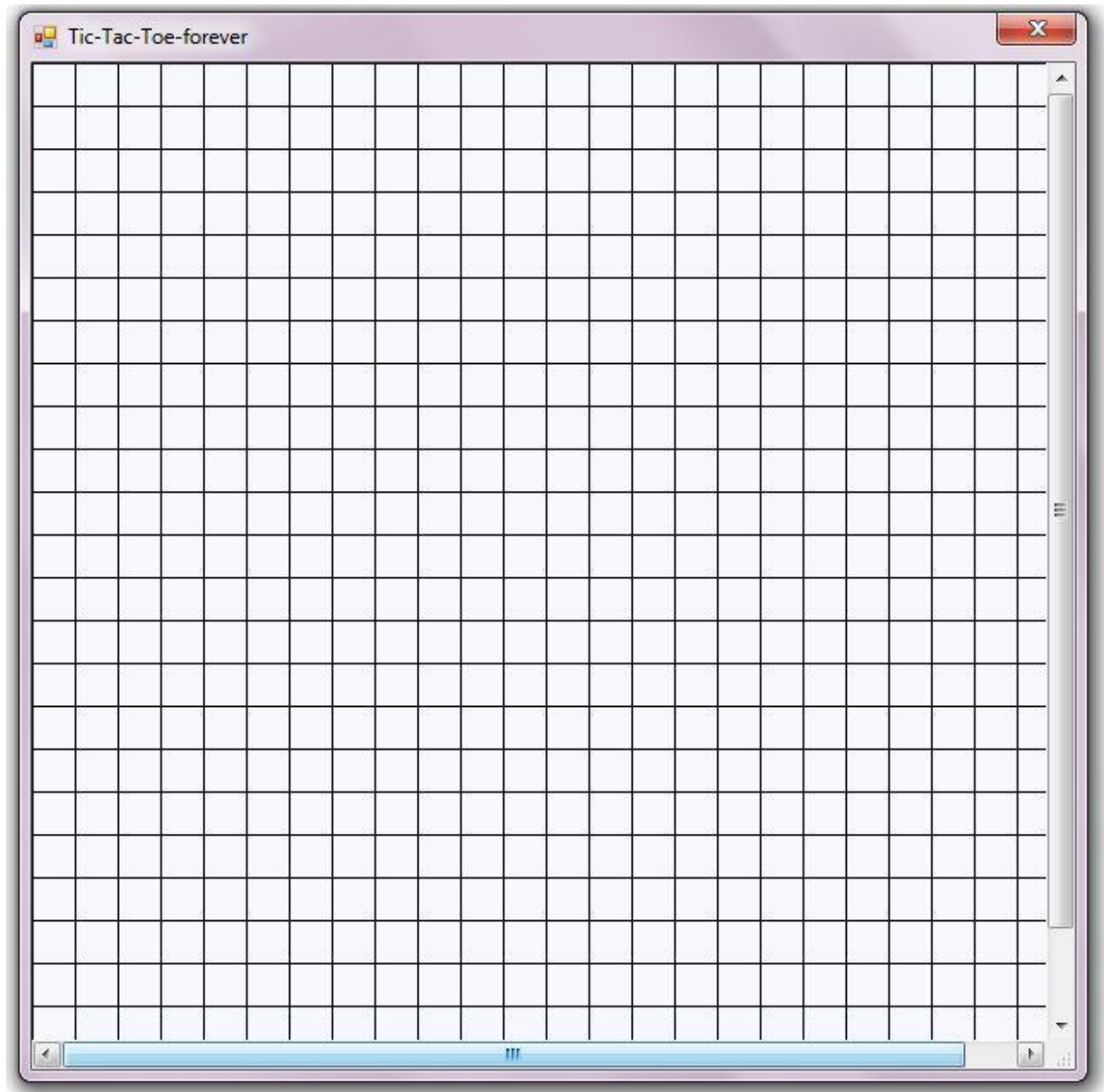
7. Requirement:

Once the game is finished the user has an option to either restart or exit the game.



8. Requirement:

The user can restart the game by pressing the 'Restart' button. When the game restarts an empty grid is again displayed to the user and steps 4 - 7 are repeated.



9. Requirement: When the user clicks the 'Exit' button the game exits.

