TESTING

Execution based Testing

Utility – The product is very user friendly and simple to use, the buttons are all labelled and serve the purpose for which they were created for. Also the product is free.

Reliability – In the initial 2 player phase of the game all accounts of failure where tested, handled and dealt with, at this phase of AI implementation several issues/faults might be present, rest assured these problem will be dealt with by the group, since this is a small project the time and cost to fix these issues will be minimal and none existent respectively.

Robustness – The user will interact with the game using the mouse to click their selections. The possibility of unacceptable results with valid input such as overriding opponents grid selections or winning with only 3 pieces instead of 4 will be nonexistence as this will constitute a failure in the final project delivery, also in case of invalid user inputs for example clicking on a grid that has been selected a warning will show telling the user about their mistake.

Performance – The time constraints on the program are basically dependent on the user, the program on it own responses rapidly under normal operation when the user has performed their move.