

Estado inicial	Ação	Estado final	Índex
numberOfInvalidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfValidPlaysByBlackTeam = 0 posição da peça preta -> (0, 0) índex do turno = 0	processaJogada(0, 0, 0, 2)	numberOfInvalidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfValidPlaysByBlackTeam = 1 posição da peça preta -> (0, 0) índex do turno = 0	0
numberOfInvalidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfValidPlaysByBlackTeam = 0 posição da peça preta -> (0, 0) índex do turno = 0	processaJogada(0, 0, 0, 1)	numberOfInvalidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 1 numberOfValidPlaysByBlackTeam = 0 posição da peça preta -> (0, 1) índex do turno = 1	1
numberOfInvalidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfValidPlaysByBlackTeam = 0 posição da peça branca -> (0, 0) índex do turno = 0	processaJogada(0, 0, 0, 1)	numberOfInvalidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 1 numberOfValidPlaysByWhiteTeam = 0 numberOfValidPlaysByBlackTeam = 0 posição da peça preta -> (0, 0) índex do turno = 0	2
numberOfInvalidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfValidPlaysByBlackTeam = 0 posição da peça preta -> (0, 0) índex do turno = 0	processaJogada(0, 0, 0, 0)	numberOfInvalidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 1 numberOfValidPlaysByWhiteTeam = 0 numberOfValidPlaysByBlackTeam = 0 posição da peça preta -> (0, 0) índex do turno = 0	3
numberOfInvalidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfValidPlaysByBlackTeam = 0 firstCapture = false posição da peça preta -> (0, 0) posição da peça branca -> (0, 1) índex do turno = 0	processaJogada(0, 0, 0, 1)	numberOfInvalidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfValidPlaysByBlackTeam = 1 firstCapture = true posição da peça preta -> (0, 1) posição da peça branca -> (-100, -100) índex do turno = 0	4
numberOfInvalidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfValidPlaysByBlackTeam = 0 firstCapture = false posição da peça preta -> (0, 0) posição da peça branca -> (0, 1) índex do turno = 1	processaJogada(0, 0, 0, 1)	numberOfInvalidPlaysByWhiteTeam = 1 numberOfInvalidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfValidPlaysByBlackTeam = 0 firstCapture = false posição da peça preta -> (0, 0) posição da peça branca -> (0, 1) índex do turno = 1	5

<p> boardSize = 0 numberOfBlackPiecesCaptured = 0 numberOfWhitePiecesCaptured = 0 numberOfValidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfInvalidPlaysByWhiteTeam = 0 crazyPiecesInGame size = 0 allCrazyPieces size = 0 authors size = 0 suggestedPlay size = 0 scores size = 0 shift size = 0 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE" </p>	<p> iniciaJogo("test- files/FILE_TEST_EMPTY.txt") </p>	<p> boardSize = 0 numberOfBlackPiecesCaptured = 0 numberOfWhitePiecesCaptured = 0 numberOfValidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfInvalidPlaysByWhiteTeam = 0 crazyPiecesInGame size = 0 allCrazyPieces size = 0 authors size = 0 suggestedPlay size = 0 scores size = 0 shift size = 0 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE" </p>	6
<p> boardSize = 0 numberOfBlackPiecesCaptured = 0 numberOfWhitePiecesCaptured = 0 numberOfValidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfInvalidPlaysByWhiteTeam = 0 crazyPiecesInGame size = 0 allCrazyPieces size = 0 authors size = 0 suggestedPlay size = 0 scores size = 0 shift size = 0 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE" </p>	<p> iniciaJogo("test- files/FILE_TEST_MISSING_BOARD_S IZE.txt") </p>	<p> boardSize = 0 numberOfBlackPiecesCaptured = 0 numberOfWhitePiecesCaptured = 0 numberOfValidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfInvalidPlaysByWhiteTeam = 0 crazyPiecesInGame size = 0 allCrazyPieces size = 0 authors size = 0 suggestedPlay size = 0 scores size = 0 shift size = 0 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE" </p>	7

<p> boardSize = 0 numberOfBlackPiecesCaptured = 0 numberOfWhitePiecesCaptured = 0 numberOfValidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfInvalidPlaysByWhiteTeam = 0 crazyPiecesInGame size = 0 allCrazyPieces size = 0 authors size = 0 suggestedPlay size = 0 scores size = 0 shift size = 0 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE" </p>	<p> iniciaJogo("test- files/FILE_TEST_HIGHER_BOARD_S ZE.txt") </p>	<p> boardSize = 0 numberOfBlackPiecesCaptured = 0 numberOfWhitePiecesCaptured = 0 numberOfValidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfInvalidPlaysByWhiteTeam = 0 crazyPiecesInGame size = 0 allCrazyPieces size = 0 authors size = 0 suggestedPlay size = 0 scores size = 0 shift size = 0 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE" </p>	<p>8</p>
<p> boardSize = 0 numberOfBlackPiecesCaptured = 0 numberOfWhitePiecesCaptured = 0 numberOfValidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfInvalidPlaysByWhiteTeam = 0 crazyPiecesInGame size = 0 allCrazyPieces size = 0 authors size = 0 suggestedPlay size = 0 scores size = 0 shift size = 0 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE" </p>	<p> iniciaJogo("test- files/FILE_TEST_MISSING_PIECES_LI NE.txt") </p>	<p> boardSize = 0 numberOfBlackPiecesCaptured = 0 numberOfWhitePiecesCaptured = 0 numberOfValidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfInvalidPlaysByWhiteTeam = 0 crazyPiecesInGame size = 0 allCrazyPieces size = 0 authors size = 0 suggestedPlay size = 0 scores size = 0 shift size = 0 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE" </p>	<p>9</p>

<p> boardSize = 0 numberOfBlackPiecesCaptured = 0 numberOfWhitePiecesCaptured = 0 numberOfValidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfInvalidPlaysByWhiteTeam = 0 crazyPiecesInGame size = 0 allCrazyPieces size = 0 authors size = 0 suggestedPlay size = 0 scores size = 0 shift size = 0 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE" </p>	<p> iniciaJogo("test- files/FILE_TEST_MISSING_BOARD_S IZE.txt") </p>	<p> boardSize = 0 numberOfBlackPiecesCaptured = 0 numberOfWhitePiecesCaptured = 0 numberOfValidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfInvalidPlaysByWhiteTeam = 0 crazyPiecesInGame size = 0 allCrazyPieces size = 0 authors size = 0 suggestedPlay size = 0 scores size = 0 shift size = 0 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE" </p>	<p>10</p>
<p> boardSize = 0 numberOfBlackPiecesCaptured = 0 numberOfWhitePiecesCaptured = 0 numberOfValidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfInvalidPlaysByWhiteTeam = 0 crazyPiecesInGame size = 0 allCrazyPieces size = 0 authors size = 0 suggestedPlay size = 0 scores size = 0 shift size = 0 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE" </p>	<p> iniciaJogo("test- files/FILE_TEST_MISSING_BOARD_C OLUMN.txt") </p>	<p> boardSize = 0 numberOfBlackPiecesCaptured = 0 numberOfWhitePiecesCaptured = 0 numberOfValidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfInvalidPlaysByWhiteTeam = 0 crazyPiecesInGame size = 0 allCrazyPieces size = 0 authors size = 0 suggestedPlay size = 0 scores size = 0 shift size = 0 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE" </p>	<p>11</p>

<p> boardSize = 0 numberOfBlackPiecesCaptured = 0 numberOfWhitePiecesCaptured = 0 numberOfValidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfInvalidPlaysByWhiteTeam = 0 crazyPiecesInGame size = 0 allCrazyPieces size = 0 authors size = 0 suggestedPlay size = 0 scores size = 0 shift size = 0 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE" </p>	<p> iniciaJogo("test-files/FILE_TEST_2_PIECES_WITH_THE_SAME_ID.txt") </p>	<p> boardSize = 0 numberOfBlackPiecesCaptured = 0 numberOfWhitePiecesCaptured = 0 numberOfValidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfInvalidPlaysByWhiteTeam = 0 crazyPiecesInGame size = 0 allCrazyPieces size = 0 authors size = 0 suggestedPlay size = 0 scores size = 0 shift size = 0 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE" </p>	<p>12</p>
<p> boardSize = 0 numberOfBlackPiecesCaptured = 0 numberOfWhitePiecesCaptured = 0 numberOfValidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfInvalidPlaysByWhiteTeam = 0 crazyPiecesInGame size = 0 allCrazyPieces size = 0 authors size = 0 suggestedPlay size = 0 scores size = 0 shift size = 0 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE" </p>	<p> iniciaJogo("test-files/FILE_TEST_GAME_SAVED.txt") </p>	<p> boardSize = 8 numberOfBlackPiecesCaptured = 2 numberOfWhitePiecesCaptured = 2 numberOfValidPlaysByBlackTeam = 15 numberOfValidPlaysByWhiteTeam = 15 numberOfInvalidPlaysByBlackTeam = 1 numberOfInvalidPlaysByWhiteTeam = 3 crazyPiecesInGame size = 7 allCrazyPieces size = 7 authors size = 0 suggestedPlay size = 0 scores size = 11 shift size = 1 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE" </p>	<p>13</p>

boardSize = 0 numberOfBlackPiecesCaptured = 0 numberOfWhitePiecesCaptured = 0 numberOfValidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfInvalidPlaysByWhiteTeam = 0 crazyPiecesInGame size = 0 allCrazyPieces size = 0 authors size = 0 suggestedPlay size = 0 scores size = 0 shift size = 0 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE"	iniciaJogo("test-files/RUN_FILE.txt")	boardSize = 8 numberOfBlackPiecesCaptured = 0 numberOfWhitePiecesCaptured = 0 numberOfValidPlaysByBlackTeam = 0 numberOfValidPlaysByWhiteTeam = 0 numberOfInvalidPlaysByBlackTeam = 0 numberOfInvalidPlaysByWhiteTeam = 0 crazyPiecesInGame size = 7 allCrazyPieces size = 7 authors size = 0 suggestedPlay size = 0 scores size = 0 shift size = 1 firstCapture = false previousPosition = null previousCrazyPiece = null crazyPieceRemovedFromTheGame = null crazyPieceRemovedFromTheGameAux size = 0 hasCaughtAPiece = 0 previousCountNoCapture = -1 hasMadeUndo = false s = "EMPATE"	14
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Índex	Tipo de teste	Resultado do teste
0	Tentativa de mover uma peça da mesma equipa mais do que é possível	False
1	Tentativa de mover uma peça da mesma equipa dentro do que é possível se mover	True
2	Tentativa de mover uma peça da equipa adversária dentro do que é possível se mover	False
3	Tentativa de mover uma peça da mesma equipa para a mesma posição	False

4	Tentativa de mover uma peça da mesma equipa para a posição de uma peça do adversário	True
5	Tentativa de mover uma peça da equipa adversária como as brancas dentro do que é possível se mover	False
6	Tentativa de iniciar um jogo com um ficheiro vazio	False
7	Tentativa de iniciar um jogo com um ficheiro que não contém o tamanho do tabuleiro	False
8	Tentativa de iniciar um jogo com um ficheiro que contém o tamanho do tabuleiro maior que a informação do mesmo	False
9	Tentativa de iniciar um jogo com um ficheiro que não contém o tamanho do tabuleiro	False
10	Tentativa de iniciar um jogo com um ficheiro que não contém o tamanho do tabuleiro	False
11	Tentativa de iniciar um jogo com um ficheiro que não contém o tamanho do tabuleiro	False
12	Tentativa de iniciar um jogo com um ficheiro que não contém o tamanho do tabuleiro	False
13	Tentativa de iniciar um jogo com um ficheiro que contém informação	True
14	Tentativa de iniciar um jogo gravado com um ficheiro que contém informação	True