

Assignment 1.2 Manual Testing

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1. Control button test
 - a. Start a new game



Click 'yes' to start a new game. A game for the same two players can only be started once. After the game start, play can click 'Restart' to begin a new battle. Their score from the last battle will be recorded.

- b. Restart



If both players agree, then a new battle begins, and the score from last game will be recorded.

c. Forfeit



A player can click 'Forfeit' to give up battle. The score will be recorded.

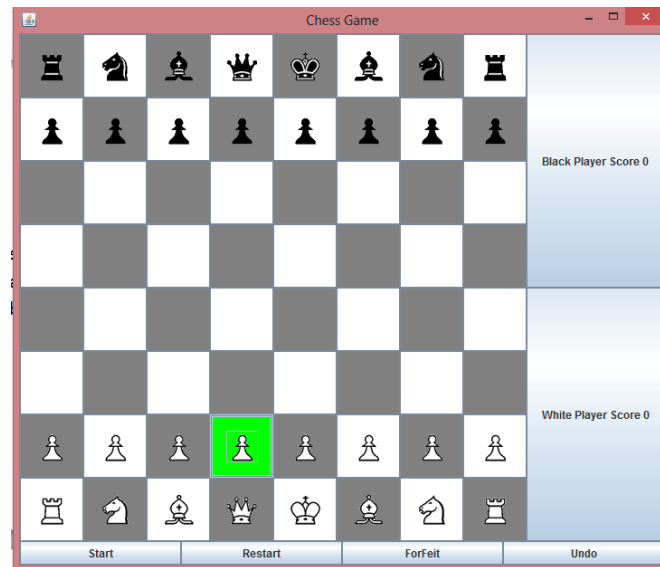
d. Undo



Player can click 'Undo' to back to their last step. Player cannot click twice 'Undo' in the one turn.

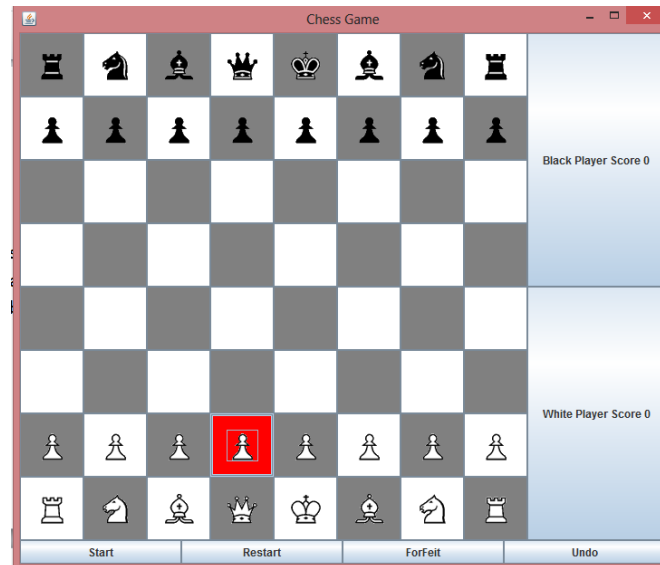
2. Chess Board Test

a. Valid Pick



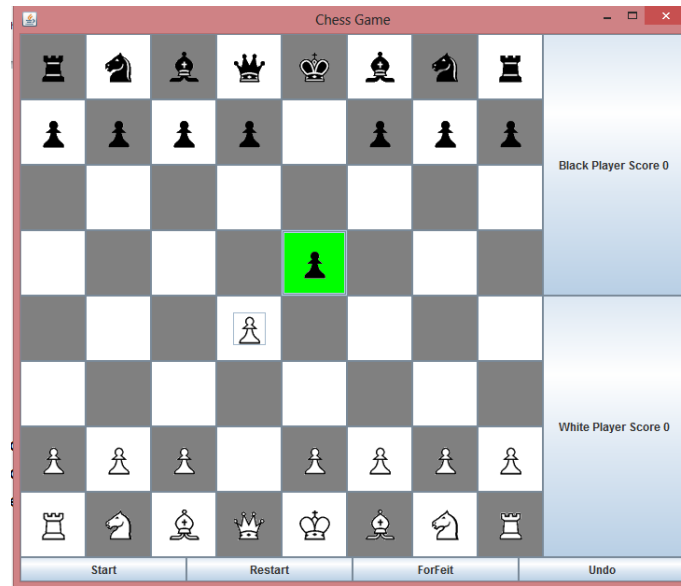
If the pick is valid, then the chosen piece will turn Green

b. Invalid Pick



If the pick is invalid, then the chosen piece will turn Red.

c. Valid Move



If the move-to location is the valid, then the move-to location will turn Green.

d. Invalid Move



If the move-to location is Invalid, then it will turn Red.

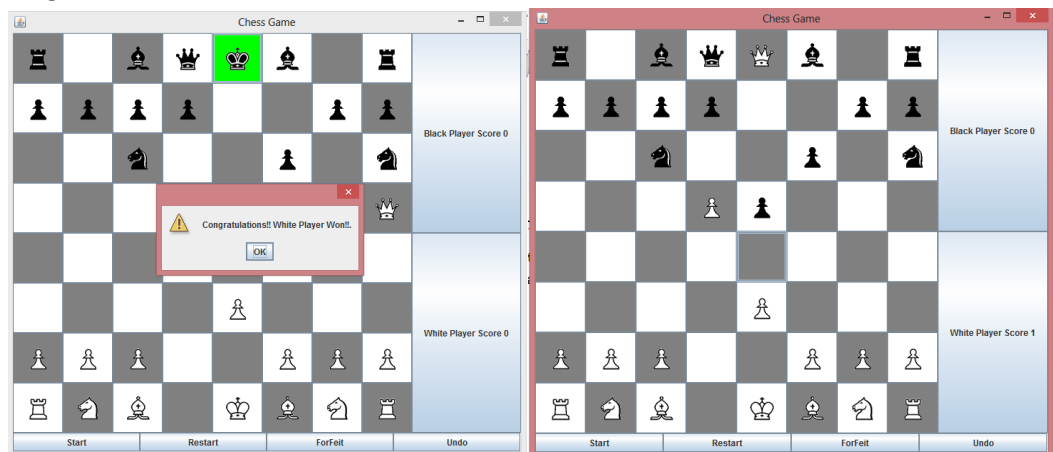
e. King Checked



In a player's turn, if his/her king is checked by the opponent, then a dialog will appear to warn him/her.

3. Score Panel

Score Change after won



Once the king is killed, a dialog will show up to congratulate the winner, and the score will be updated. Player can click 'Restart' to begin a new battle.