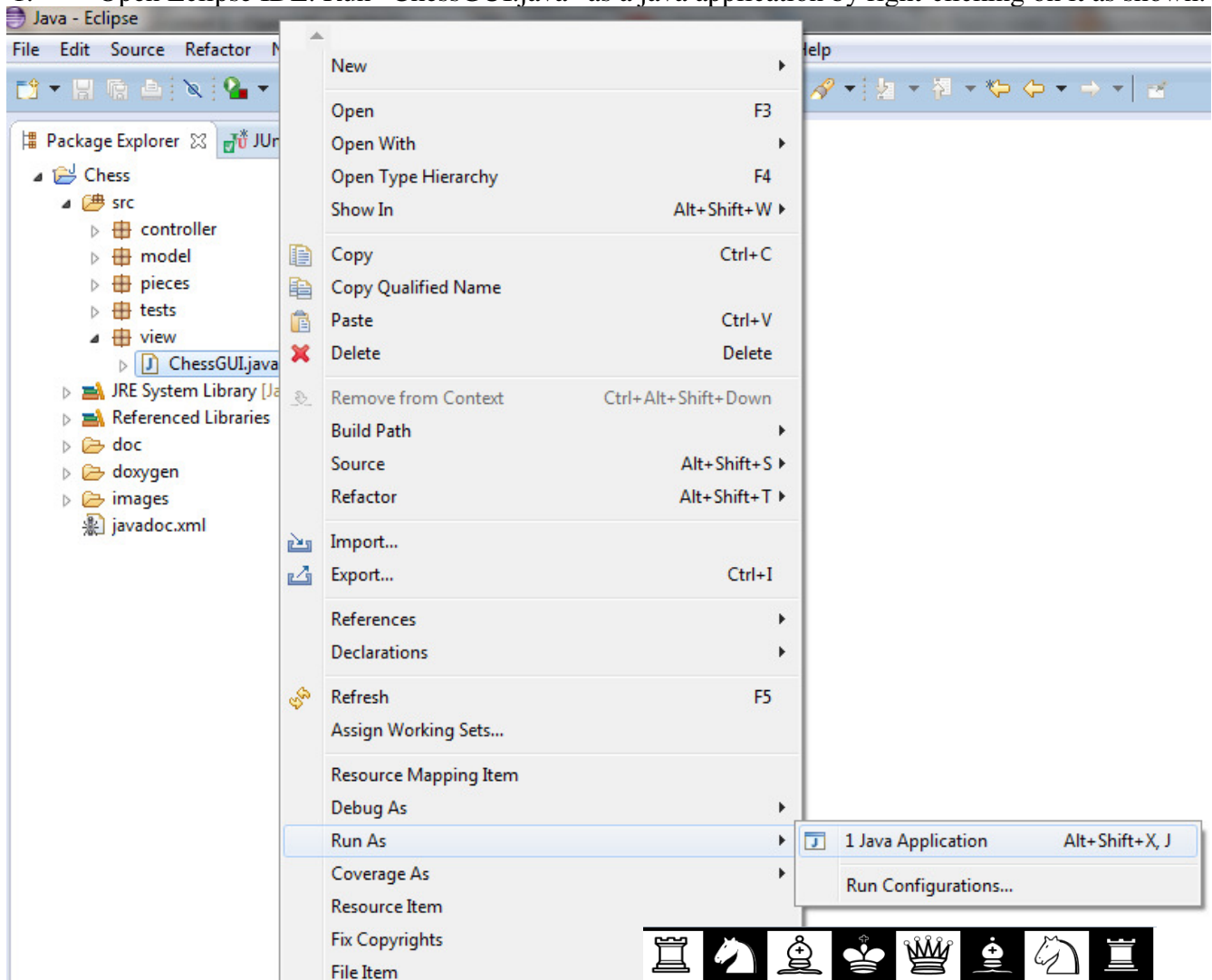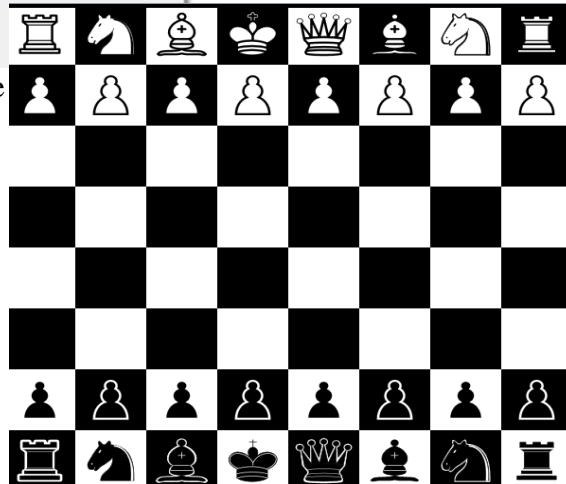MANUAL TEST PLAN:

1.   Open Eclipse IDE. Run "ChessGUI.java" as a java application by right-clicking on it as shown.

Java - Eclipse

File   Edit   Source   Refactor   N   Help

Package Explorer JUn

- Chess
  - src
    - controller
    - model
    - pieces
    - tests
    - view
      - ChessGUI.java
  - JRE System Library [Ja
  - Referenced Libraries
  - doc
  - doxygen
  - images
  - javadoc.xml

New	▶
Open	F3
Open With	▶
Open Type Hierarchy	F4
Show In	Alt+Shift+W ▶
Copy	Ctrl+C
Copy Qualified Name	
Paste	Ctrl+V
Delete	Delete
Remove from Context	Ctrl+Alt+Shift+Down
Build Path	▶
Source	Alt+Shift+S ▶
Refactor	Alt+Shift+T ▶
Import...	
Export...	Ctrl+I
References	▶
Declarations	▶
Refresh	F5
Assign Working Sets...	
Resource Mapping Item	
Debug As	▶
Run As	▶
Coverage As	▶
Resource Item	
Fix Copyrights	
File Item	

1 Java Application	Alt+Shift+X, J
Run Configurations...	

2. You should see something that looks like the following:

3. You should also notice a dialog box pop up in the center of the screen prompting you for two inputs (the names of each player). Apply some of your own names by entering some values into the text fields. Then press the confirmation button to save them.
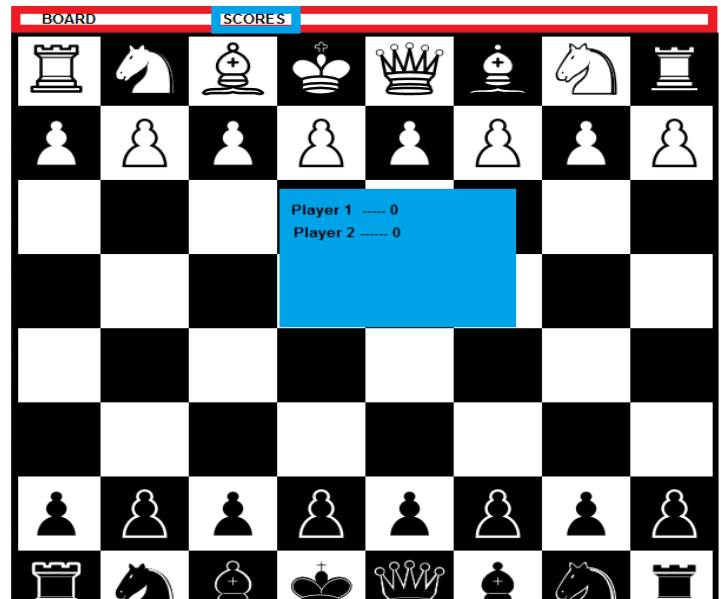

4. First, navigate to the menu on the top of the screen, click on the button that says "Scores".
5. Check that you get a dialog box showing the players are tied at 0 to 0.
6. Next, try moving one piece by clicking on it and dragging to the square you want it to move to. For example, you first try an illegal move. Move a pawn 3 spaces forward!


7. Check that a dialog box shows up that tells you this move isn't valid.
8. Great, now we can check the other menus first.
9. Make a legal move. For instance, move a pawn forward two. Then navigate to the top-left menu again and click the "undo" button.
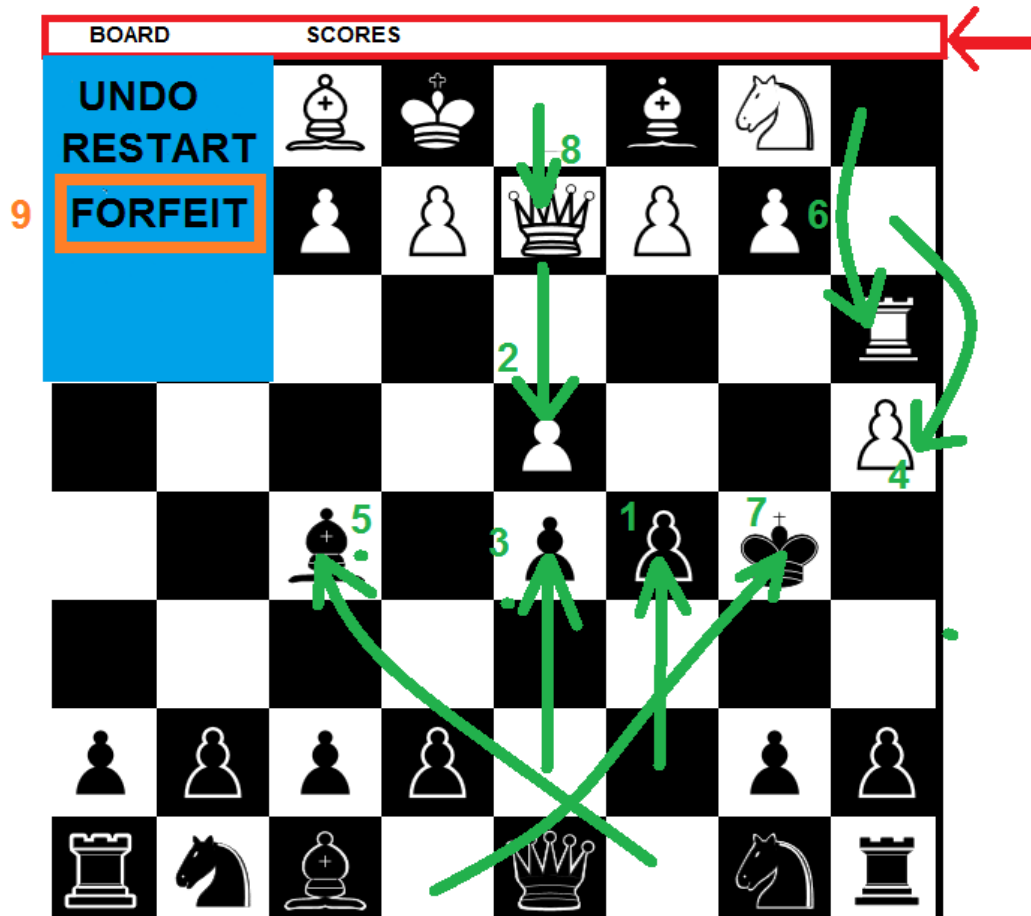10. You should see the piece return to its original position.

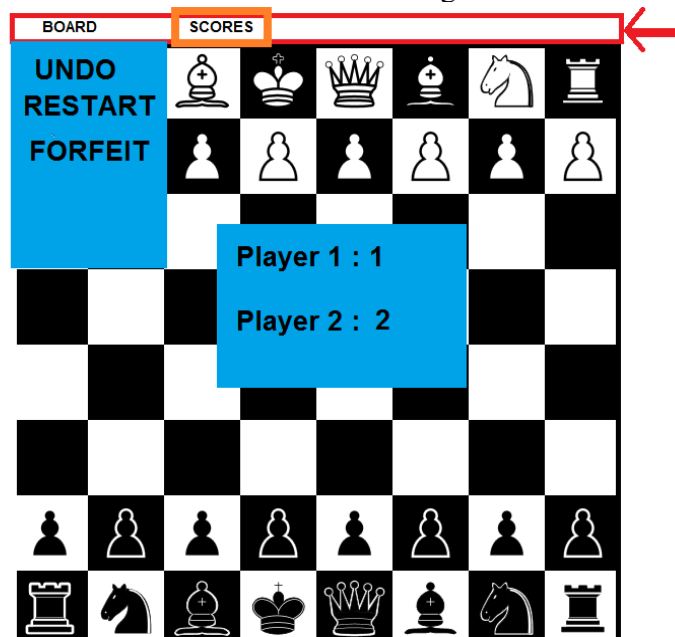11. Try clicking it a few more times to make sure nothing changes.
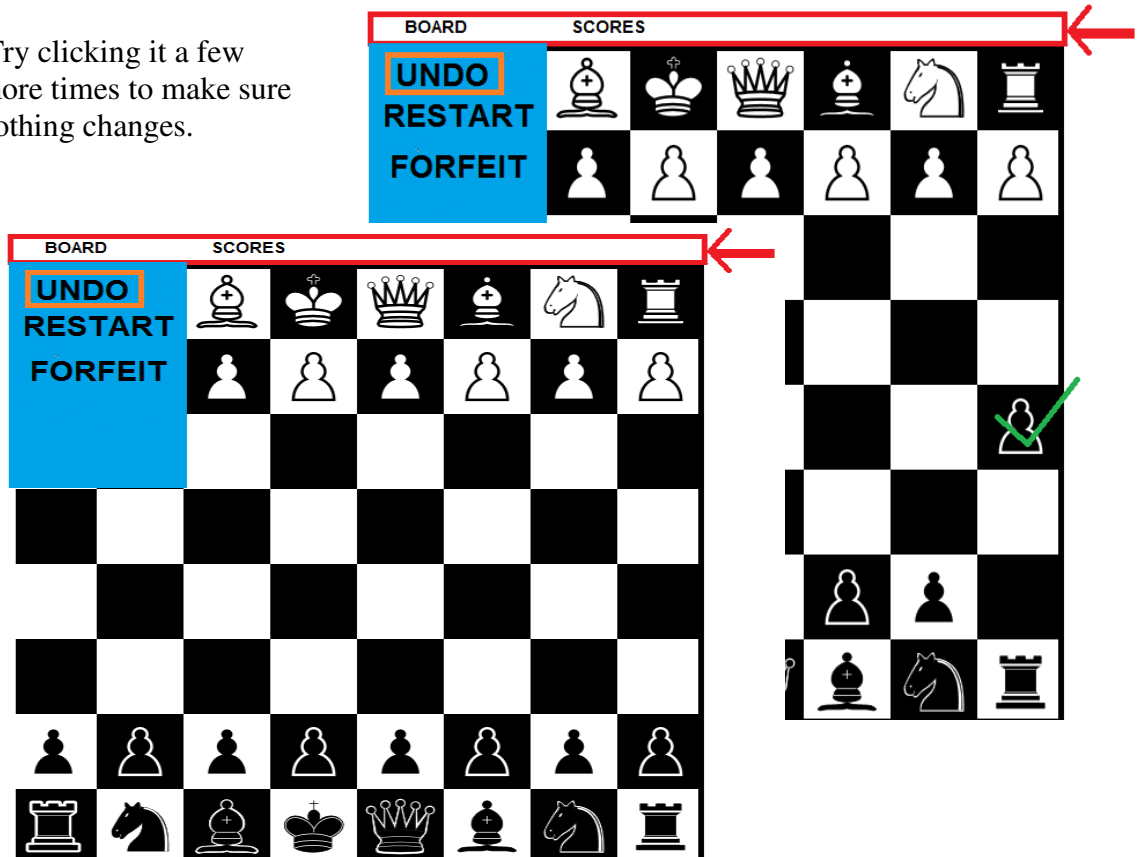
12. Now, make another valid move, and try the "restart" button.
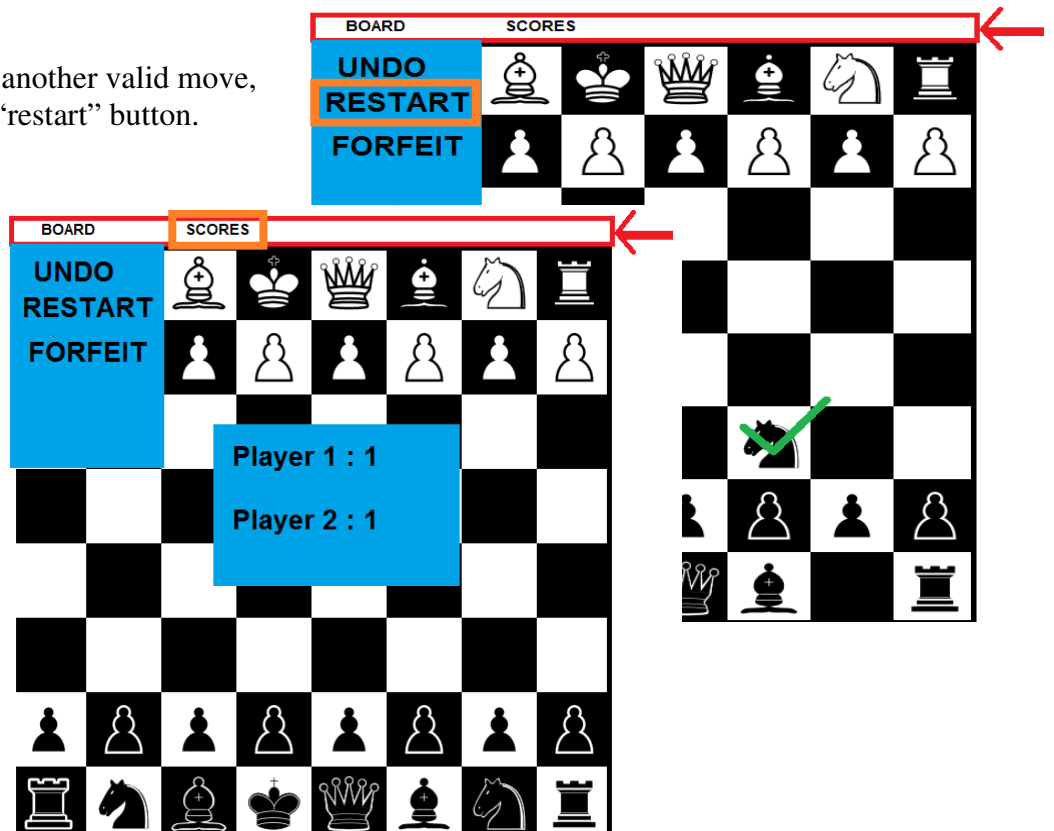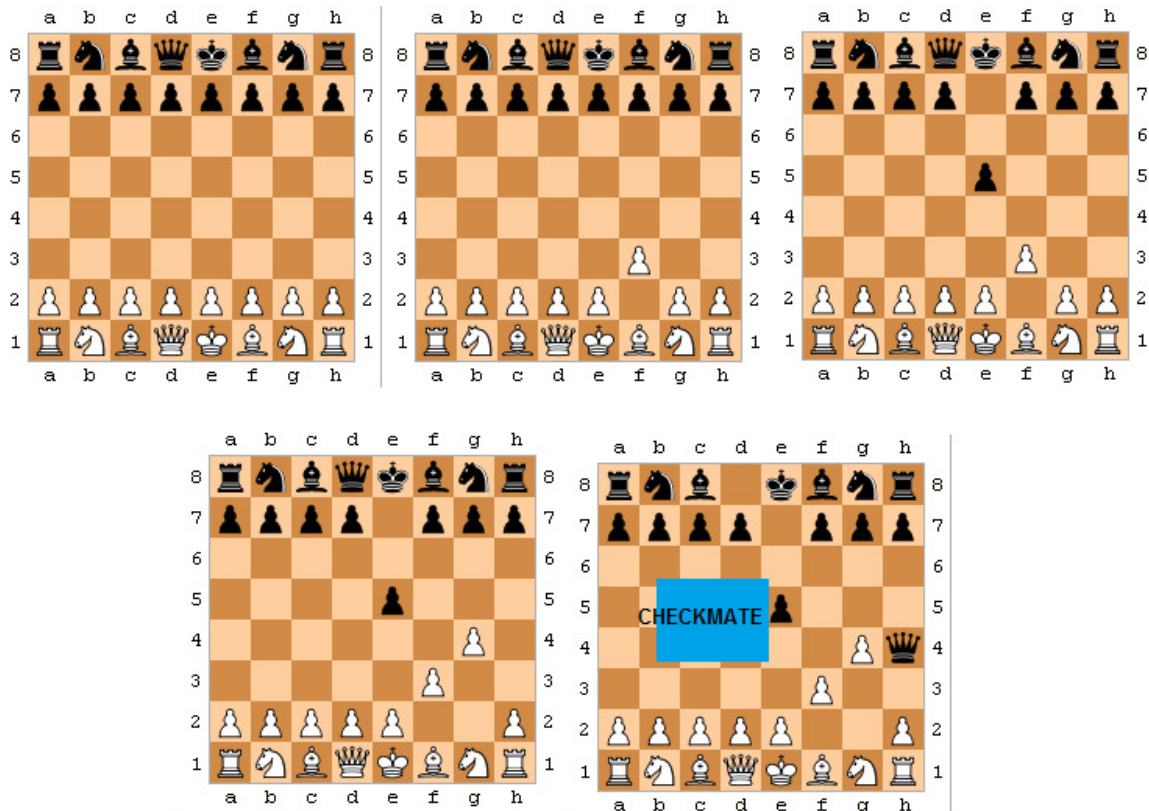
13. You should now be tied in scores.

14. Now, try another few valid moves for each player.
15. This time, use the "forfeit" button when it is Player 1's turn.
16. You should then be able to check the scores again and see that Player 2 is now winning.
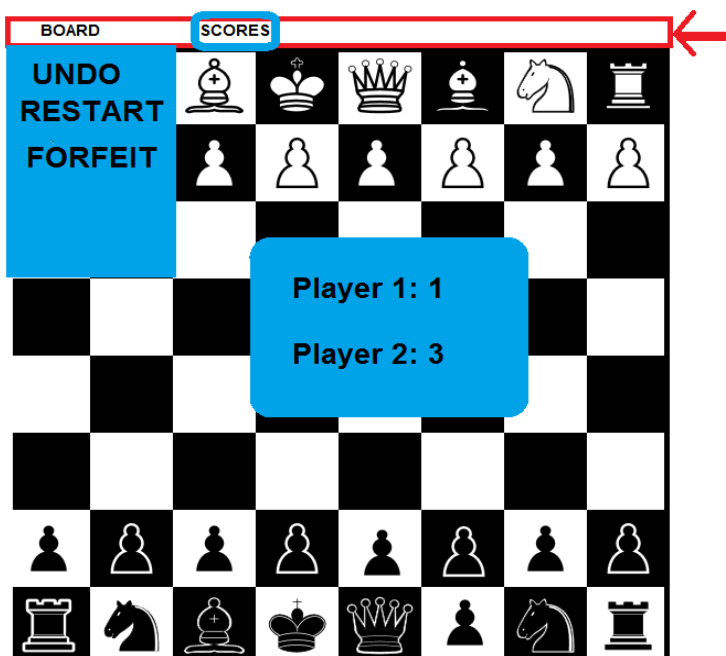
17. Now, we can check that check and checkmate work by setting up a Fool's Mate game.
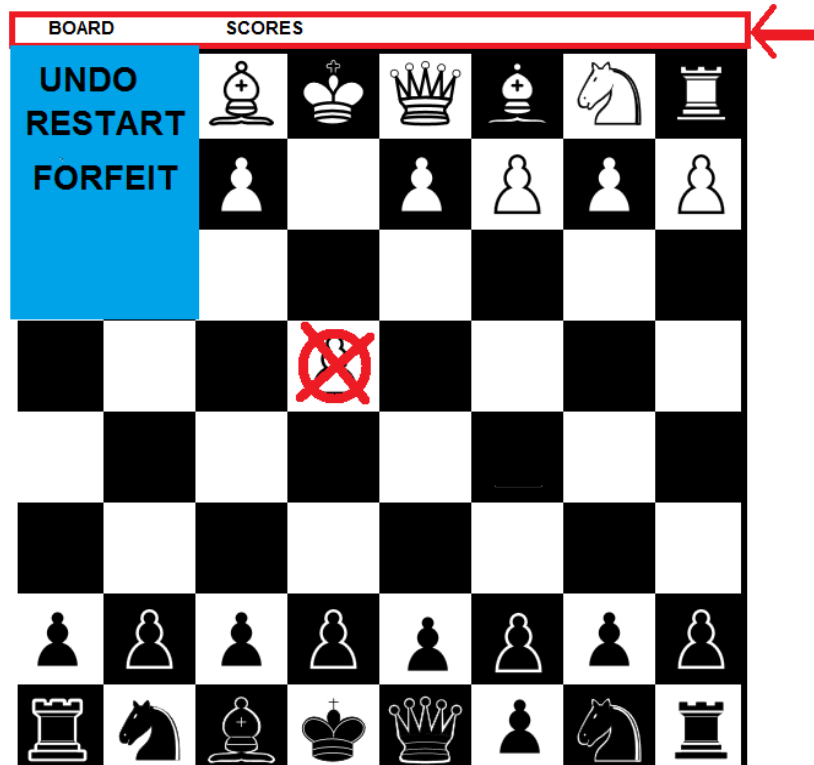18. Follow this sequence of moves. (reading left to right)

19. You should see a message box for checkmate pop up.
20. Check the score to see that you lost. Player 2 is really good!

21. Now, hit the "reset" button again.
22. Try to move black's piece first instead of white's.
23. You should get an illegal move error.

That's all for now! Feel free to test anything else you see fit.