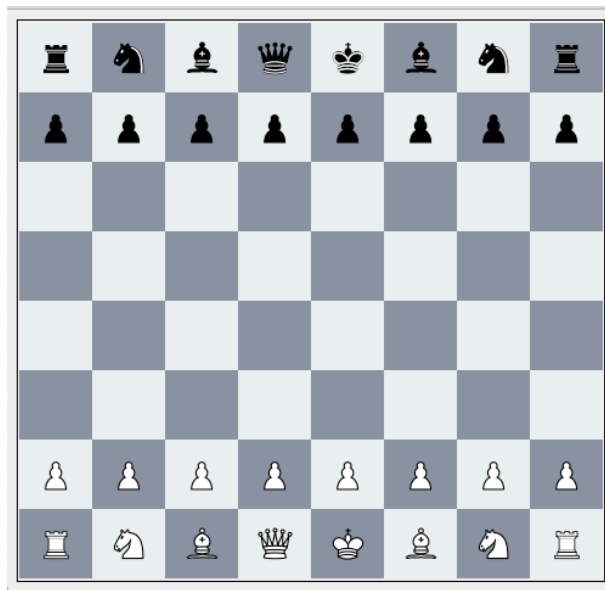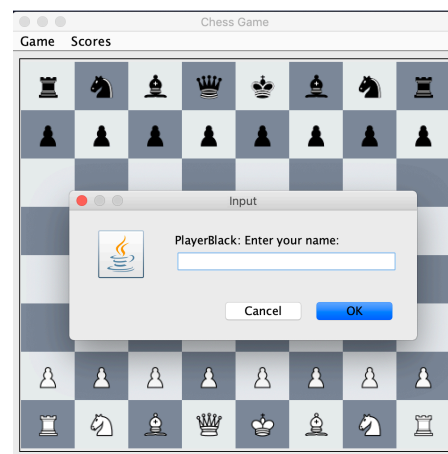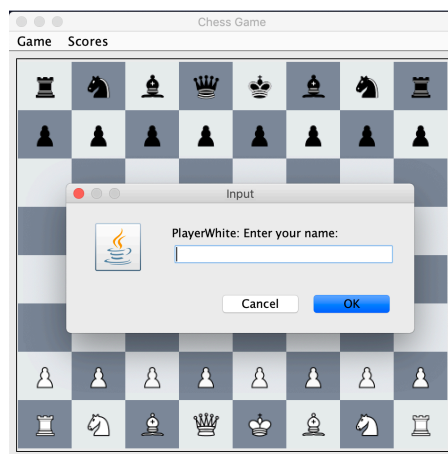# GUI Test Plan

1. The initial scenario:

Expected Action: When starting the game, all chess pieces should

be laid out according to the rules of chess

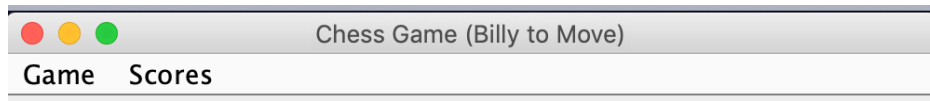Actual Action: Match the expected (Screenshot below)

2. Unique names for two players:

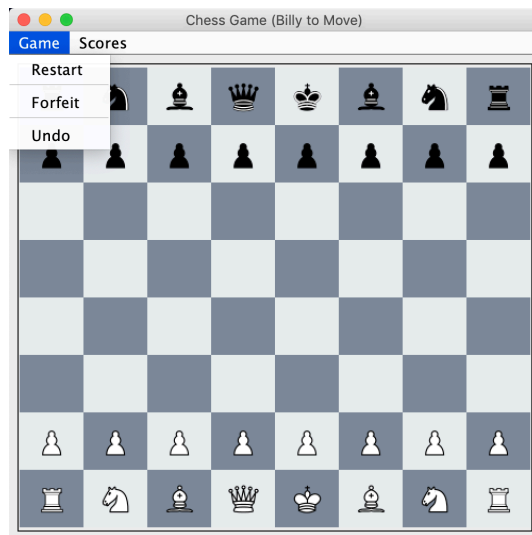When starting the game, I added code to let players to type in their own

names

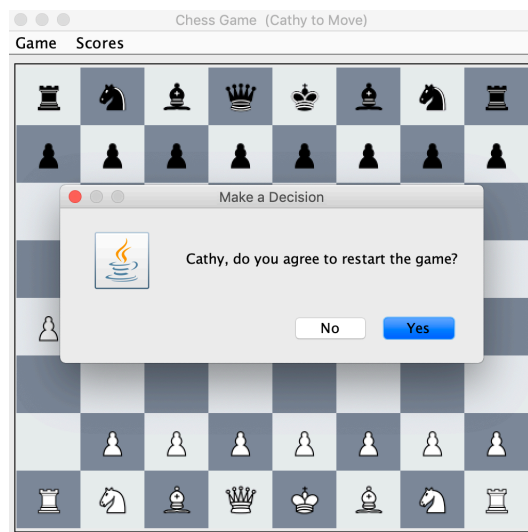And the window title suggests that which player needs to make a move

Game Menu: Restart/forfeit/Undo:

When clicking the menu game, you will see:

There are three main events for the chess game: Restart, Forfeit and Undo.

To restart a game, a player may hit Restart button, then a confirmation window will pop up to the other player and ask if he/she agree to restart the game:

If YES is clicked, the game will restart and all the pieces are placed in initial position as shown in the first image. Otherwise, the game will continue. The scores in this situation will remained the same.

To Forfeit a game, a player may hit Forfeit button. A confirmation window will pop up asking whether player is sure to forfeit the game. If YES, the game will restart and all the pieces are placed in initial position as shown in the first image. However, forfeit is different from restart that forfeit will change the scores of players. If player A forfeits, then player B will gain 1 point of score and vice versa.

To Undo steps, player can hit Undo button. Player can hit undo as many times as possible (at most to the initial position) as shown in the images below:


undo
——→
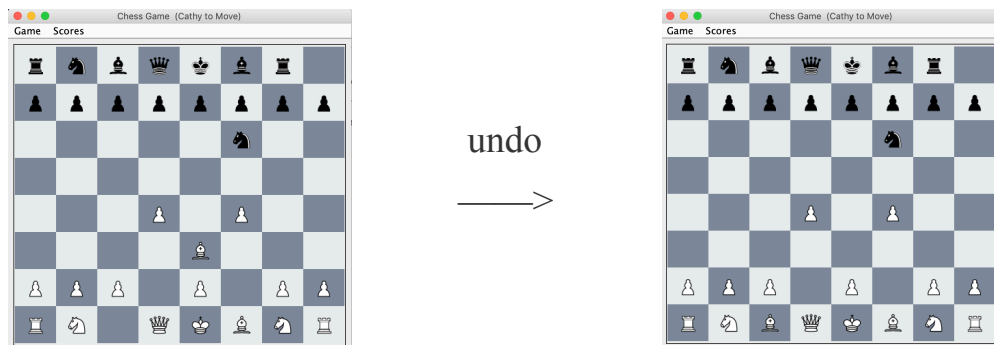
To Move pieces, player can click a button with icon, and then click the desired destination. If there are invalid moves(out of bound, move to friendly places, invalid move due to specific piece types, path blocked), an error window will pop up indicating the error. If the current player is A, and you click on pieces that belongs to player B, an error window will pop up saying that you can only move your own pieces. Some error examples shown below:
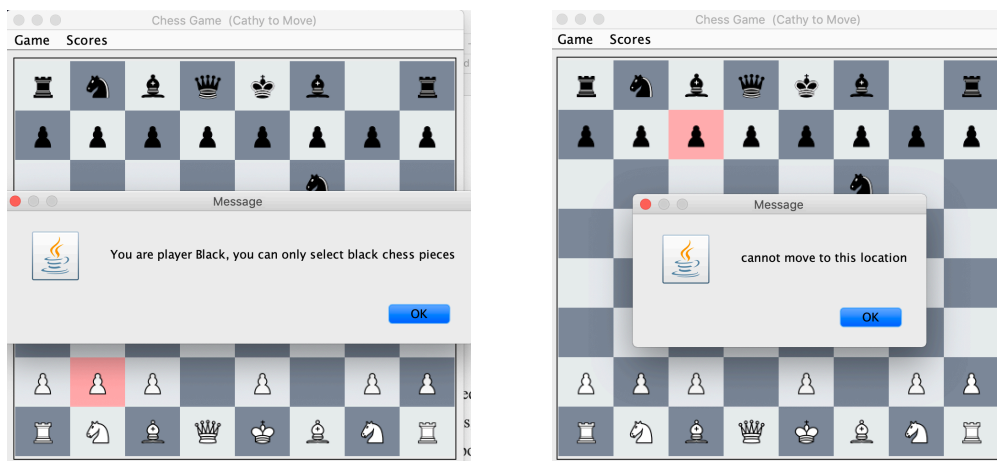
Game End Conditions, Check and CheckMate work as expected

If a king is captured, the game ends and a pop up window will display the winner. A new window will also pop up to show the updated the scores. A player can choose to restart the game by clicking Game->Restart, and the current scores will be preserved to enable multiple game rounds.
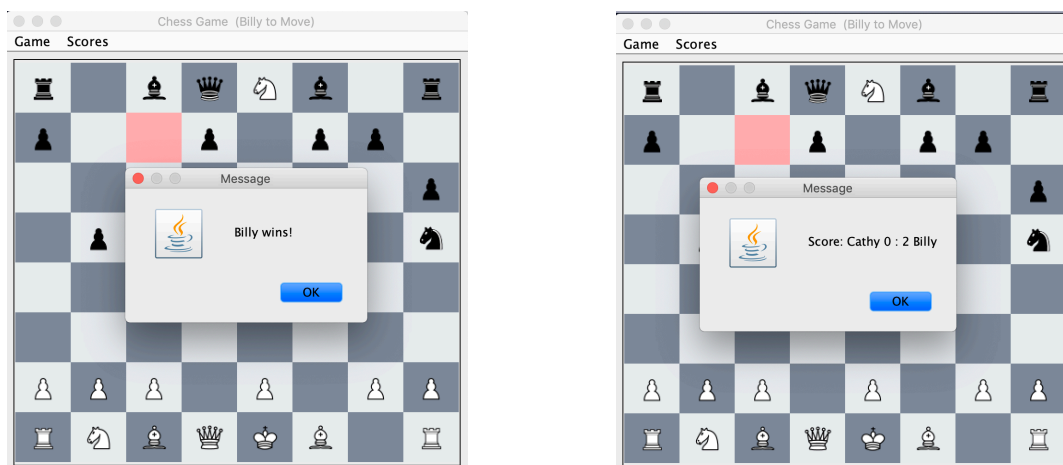
Show Scores work as expected

  player can view the scores anytime during the game by clicking Scores->Show Result. A pop up window will display the scores.