Project Management

Functional Testing of chess app

Axel Oliver - 20069301

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# Functional Testing

## Testing Table:

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| --- | --- | --- | --- | --- | --- |
| **No.** | **Test** | **Input data** | **Expected Result** | **Result** | **Evidence** |
| 1. | Program shows initial state of chess board in console | Run program | Board shown | As expected |  |
| 2. | Program Updates board based on move and displayed in console | a2 a4 | Board updated | As expected |  |
| 3. | Program checks input to make sure it’s a valid move | a2 a2  a2 a1  a2a4  a2  a4  a2 a4 | if incorrect format, error shown, otherwise board is updated | As expected |  |
| 4. | program checks that piece can’t move past other pieces | check bishop,  check rook,  check queen | if piece is in the way, show error message | As expected |  |
| 5. | Program makes sure pieces can only be moved on their turn | a7 a5 if white,  a2 a4 if black | if trying to move opposite colour, show error message | As expected |  |
| 6. | Program does not allow user to make an illegal move if in check | illegal move if in check | error shown if trying to make illegal move | As expected |  |
| 7. | Program allows castling on king or queen side | o-o,  o-o-o | board updated | As expected |  |
| 8. | program does not allow castling through check | o-o | error message shown | As expected |  |
| 9. | program does not allow castling if piece is in the way | o-o | error message shown | As expected |  |
| 10 | Program identifies checkmate | checkmate move | Checkmate message shown | As expected |  |
| 11. | program stores current state of board in FEN notation | - | Fen notation txt file created | As expected |  |

# Repository Link:

https://github.com/AxelOliver/CommandLineChessPython/settings