Test Plan

for

Project 1 – Chess Game

Version 1.0 approved

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1. Introduction

This document contains the details of our test plan for the Chess Game application.

1. Tests
2. Test Player Versus Player (PvP)

We will test the PvP feature by choosing the PvP option in the settings panel. We will have two players then begin a game to test for any inconsistencies.

1. Test Player Versus AI (PvAI)

We will test the PvAI feature by choosing the PvAI option in the settings panel. Next, the player will have to choose the AI difficulty level. We will have one players begin a game to test for any inconsistencies.

1. Test Check Mate Scenarios

We will use input to create a check mate (or win) scenario to ensure the correct results/output. One expected result will be the Icon Capture Feature: when a user catpures an opponent’s piece, it will be displayed under the player’s side panel. Another expected result is the move history log, which will keep track of every move each player has made.

1. Results and Failures