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| **Test case 1** | |
| Expected behaviour | When clicking on chess piece if its that colours turn show potential moves or if its not its turn display message |
| Actual behaviour | Works as intended. |
| Comments / fixes |  |

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| **Test case 2** | |
| Expected behaviour | When left mouse button is pressed the selected piece moves with the mouse curser. |
| Actual behaviour | Works as intended. |
| Comments / fixes |  |

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| **Test case 3** | |
| Expected behaviour | Using the Queens Gambit opening to put the king in check mate. The program should display checkmate and no moves should be available. |
| Actual behaviour | Game displays its not in check mate but does not have any available moves. |
| Comments / fixes | After investigation found that the pawn on (7,1) had the Queens location on (7,3) as its potential move and didn’t take into consideration that the pawn can’t take an opponent in a strait move. A second error was found when the program is checking to see if the Queens attack could be blocked. The program checked the king’s potential moves and since the tile (5,1) was in its potential moves the program decided that it could block the Queen with itself which is an illegal move as the king can’t put themselves in check. The fix was to skip the vertical moves from the pawn in the for loop and skip the king in the checking for blocking. Now works as intended. |

Graphical user interface, chart, treemap chart

Description automatically generated Graphical user interface, chart, treemap chart

Description automatically generated

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| **Test case 4** | |
| Expected behaviour | When Chess piece is selected change the colour of the tiles to show potential moves as green and show a potential taking move as red |
| Actual behaviour | Works as intended. |
| Comments / fixes |  |

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| **Test case 5** | |
| Expected behaviour | When clicking a chess piece while it’s the opposite colours turn the chess piece will not be selected or dragged and a message is displayed stating its not their turn. |
| Actual behaviour | Works as intended. |
| Comments / fixes |  |

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| **Test case 6** | |
| Expected behaviour | When a chess piece is dragged and dropped in either an illegal move or off of the board the piece returns to its original position |
| Actual behaviour | Works as intended |
| Comments / fixes |  |

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| **Test case 7** | |
| Expected behaviour | When King is in check and the only option is to take the offending piece the only move available should be taking that piece. |
| Actual behaviour | Program shows the taking move as an illegal move. Will have to investigate. |
| Comments / fixes | Found the issue that the program doesn’t update the offending piece as dead when checking if the king is in check. Now works as intended |

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| **Test case 8** | |
| Expected behaviour |  |
| Actual behaviour |  |
| Comments / fixes |  |

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| **Test case 9** | |
| Expected behaviour |  |
| Actual behaviour |  |
| Comments / fixes |  |

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| **Test case 10** | |
| Expected behaviour |  |
| Actual behaviour |  |
| Comments / fixes |  |

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| **Test case 11** | |
| Expected behaviour |  |
| Actual behaviour |  |
| Comments / fixes |  |

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| **Test case 12** | |
| Expected behaviour |  |
| Actual behaviour |  |
| Comments / fixes |  |

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| **Test case 13** | |
| Expected behaviour |  |
| Actual behaviour |  |
| Comments / fixes |  |

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| **Test case 14** | |
| Expected behaviour |  |
| Actual behaviour |  |
| Comments / fixes |  |

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| **Test case 15** | |
| Expected behaviour |  |
| Actual behaviour |  |
| Comments / fixes |  |

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| **Test case 16** | |
| Expected behaviour |  |
| Actual behaviour |  |
| Comments / fixes |  |