Testing Log for Chess Project

The purpose of this document is to keep track of all the testing (manual or via a test suite) that you’ve performed on your chess game to ensure it works correctly. Use the below grid as you go to record each thing you tested. You should be sure to test all functions as fully as possible!

Manual Tests:

| Name of function you’re testing | Action taken | Expected Response | Pass/Fail | Screen shot |
| --- | --- | --- | --- | --- |
| Board constructor | Press “start” button | A board is displayed on the screen with a white square in the top left corner and a checkerboard pattern across the rest of the 8 rows/columns. | true |  |
| get legal moves | Start dragging piece | displays places the piece can move in magenta | true |  |
| get controlled squares | start dragging piece | displays spaces the piece cant move but controls in red | true |  |
| piece moves | move piece to a square marked as a legal move | the piece moves to a new square | true |  |
| piece can capture enemy pieces | move piece over and enemy piece | the enemy piece is captured and switches teams | true |  |
| piece cant capture allied pieces | attempt to move piece over allied piece | nothing happens because the location is not a legal move | true |  |
|  |  |  |  |  |

Code tests (optional):

If you made any JUnit Tests please copy and paste them here: