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Demo

For our demo, we have provided the different test cases that work for our code, and the input commands/.in files needed to check these test cases for yourself. You can simply copy and paste these commands to run and check the code. Please note that since this is formatted with 2 columns, some of the test cases run onto the next column or page. Each test case starts under it's heading and ends before the next heading.

Test Case: Resignation
game human human
move e2 e4
move e7 e5
move e1 e2
move f8 c5
move d1 e1
move g8 e7
resign

Test Case: En passant
game human human
move e2 e4
move g7 g6
move e4 e5
move f7 f5
move e5 f6

Test Case: Knight takes a piece
game human human
move e2 e4
move e7 e5
move g1 f3
move h7 h6
move f3 e5

Test Case: Take pawn diagonally
game human human
move e2 e4
move f7 f5
move e4 f5

Test Case: Castling king side
game human human
move e2 e4
move e7 e5
move g1 f3
move g8 f6
move f1 c4
move f8 c5
move e1 g1
move e8 g8

Test Case: Castling queen side
game human human
move d2 d4
move d7 d5
move d1 d3
move d8 d6
move c1 d2
move c8 d7
move b1 c3
move b8 c6
move e1 c1
move e8 c8

Test Case: Setup board and then checkmates
setup
+ K h8
+ q g6
+ k f7
= black
done

game human human
move g6 g7

Test Case: Setup with 2 kings on board, ends
with draw
setup
+ K a1
+ k f7
+ K h7
= black
done
- h7
done

Test Case: Setup with pawns at end of file
setup
+ K h3
+ k a3
+ P h8
+ p f1
done
- h8

done
- f1
done
game human human

Test Case: 2 move checkmate
game human human
move f2 f3
move e7 e5
move g2 g4
move d8 h4

Test Case: 4 move checkmate
game human human
move e2 e4
move e7 e5
move f1 c4
move b7 b6
move d1 f3
move a7 a6
move f3 f7

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Test Case: Long Checkmate
game human human
move d2 d4
move d7 d5
move c2 c4
move e7 e6
move c4 c5
move g8 f6
move b1 c3
move b7 b6
move b2 b4
move b6 c5
move b4 c5
move b8 c6
move e2 e3
move a8 b8
move c1 a3
move c8 d7
move f1 d3
move f8 e7
move g1 e2
move e8 g8
move a1 b1
move c6 a5
move e1 g1
move a5 c4
move d3 c4
move d5 c4
move f2 f4
move d7 c6
move e2 g3
move f6 d5
move g3 e4
move d5 e3
move d1 e1
move e3 f1
move e1 f1
move c6 e4
move c3 e4
move d8 d4

move g1 h1
move d4 e4
move f1 d1
move b8 b1
move d1 b1
move e4 b1

Test case: 2 games: Updates scoreboard
setup
+ K h8
+ q g6
+ k f7
= black
done
game human human
move g6 g7
game human human
move f2 f3
move e7 e5
move g2 g4
move d8 h4

Pawn promotion invalid:
setup
+ K a1
+ P e7
+ k d3
done
game human human
move e7 e8 K

Pawn promotion valid:
setup
+ K a1
+ P e7
+ k d3
done
game human human

move e7 e8 Q
move d3 c3
move e8 e1

Multiple boards with setup and game, ends with invalid board
setup
+ K a8
+ q b6
+ k c7
= black
done
game human human
move b6 b7
game human human
setup
+ K h1
done