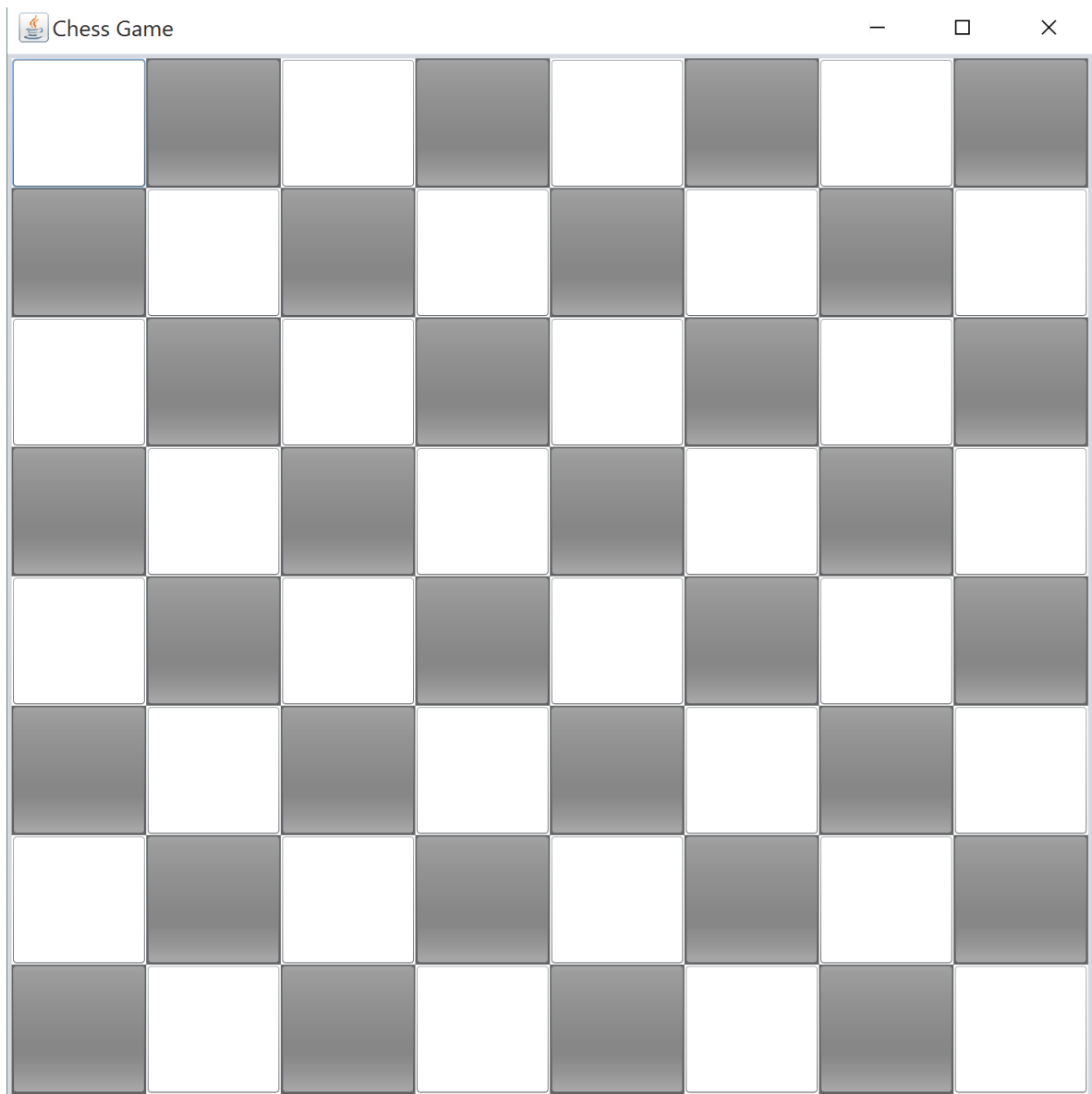# Manual GUI Tests Plan

Test 1: Laying out the Board and the Chess-Boxes
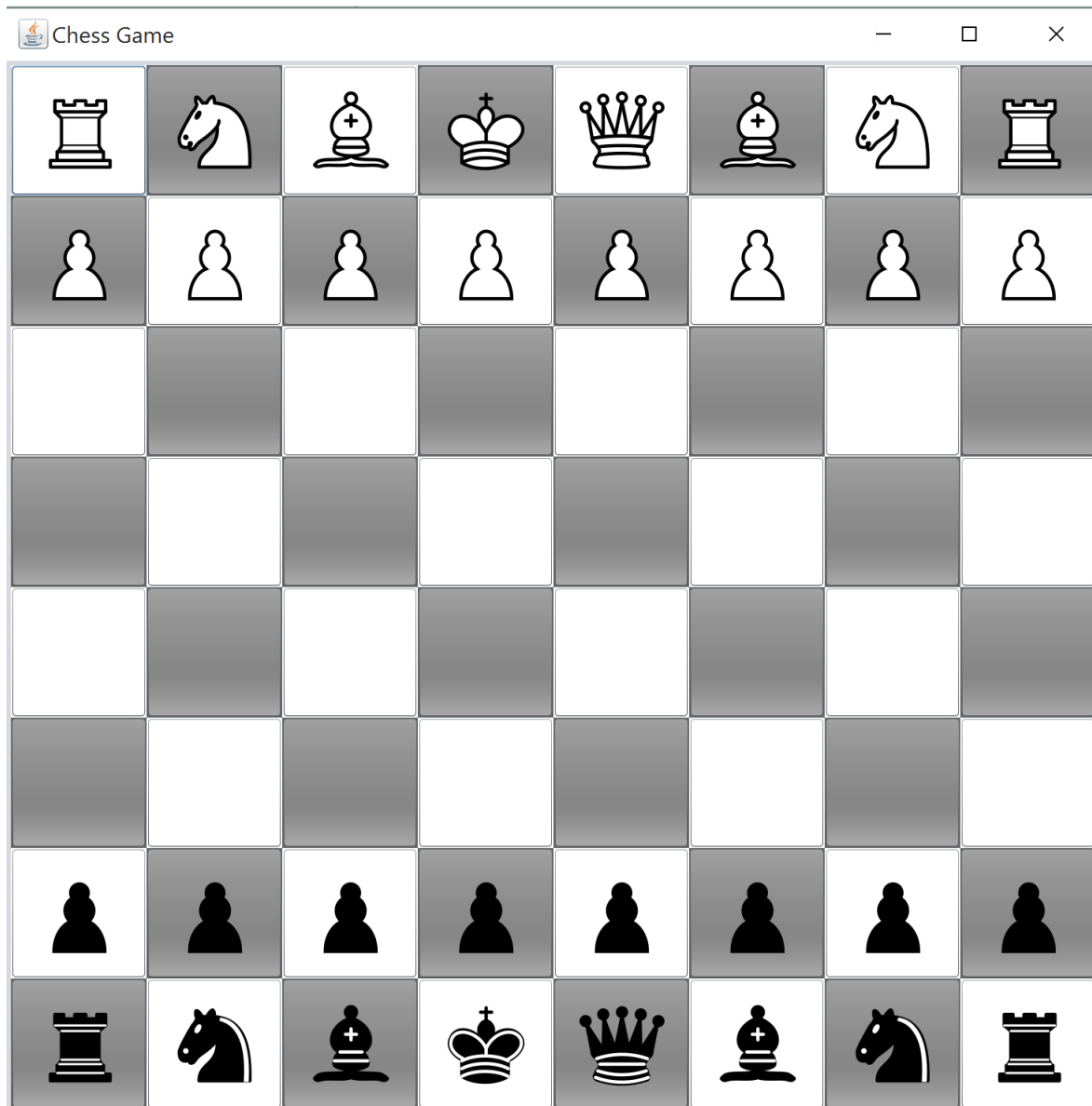
What you should observe:

- Alternating white and black Chess Boxes
- Total number of Files = 8
- Total number of Ranks = 8

Test 2 : Setting Game Pieces

What you should observe:

- Pieces are in their respective positions
- White King in White box
- Black King in Black box
- Images load appropriately

Test 3: Custom Pieces Special Board Set-up

What you should observe:

- Custom pieces are in their respective positions
- Images load as desired

Test 4: Game Status: Turn

What you should observe:

- Appropriate Player's Turn is shown

Test 5: Game Status: Check

What you should observe:

- Appropriate status should be displayed
- Pieces should only be able to move if they can **avoid** the Check

Test 6: Game Status: Check-mate

What you should observe:

- No pieces should be pick-able
- Game Stops and appropriate status is shown

Test 4: Piece Move

What you should observe:

- Piece moves to desired box
- It is removed from source box