Chess Game GUI Testing Manual

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1 Game Board

It is better if we can check the functionality of game board before we check how individual pieces interact with each other. My Chess board is implemented to support re-sizing - so we could start here.

1.1 Empty Board

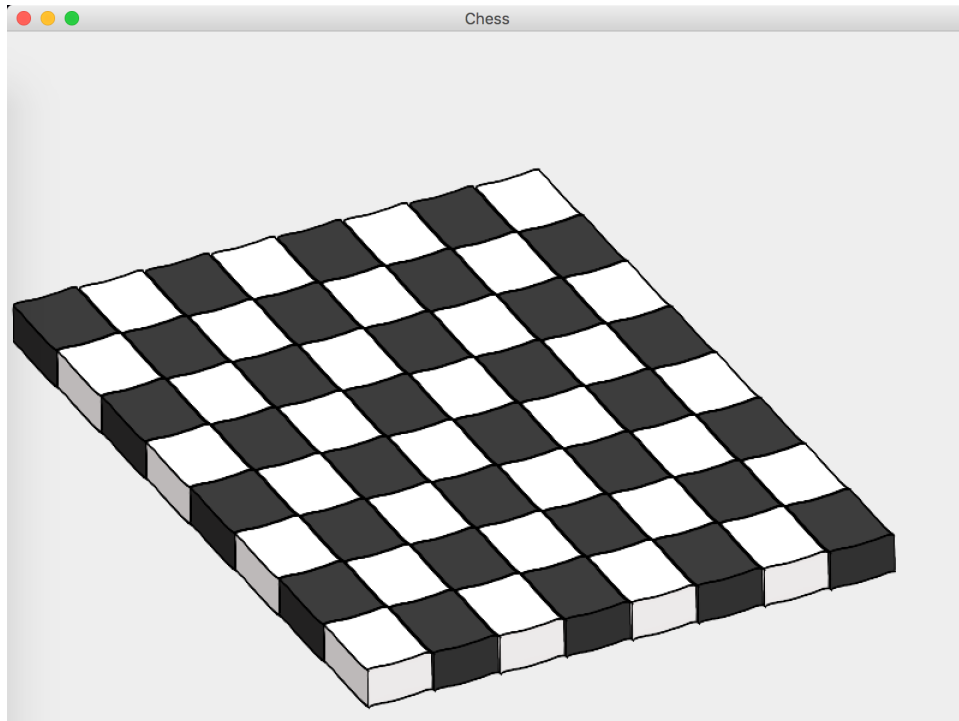Here is how the empty board should look like under several different sizes:
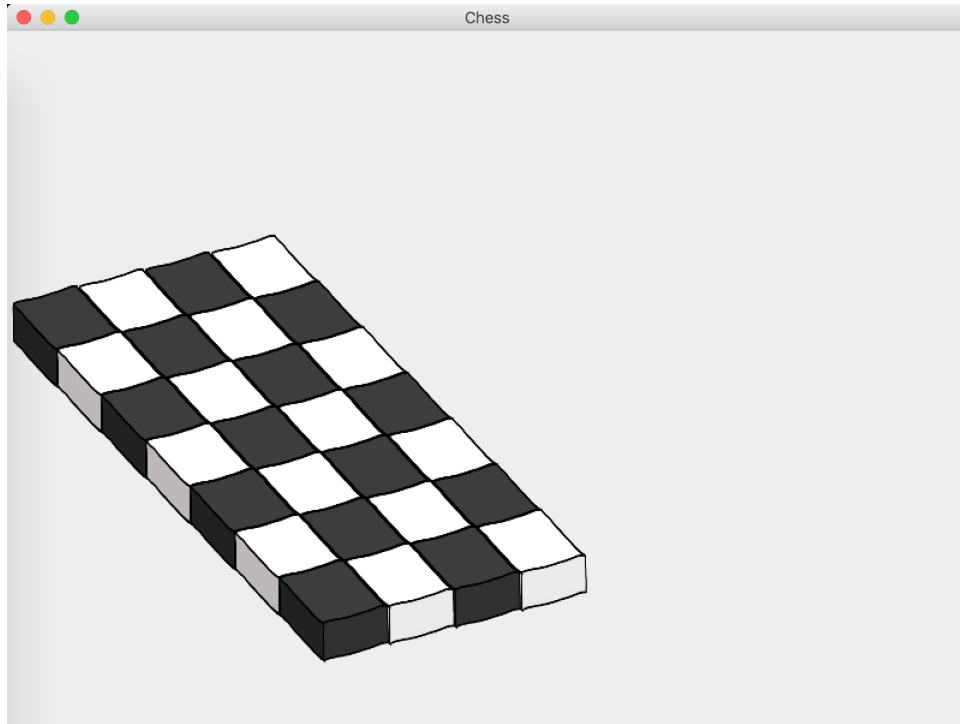

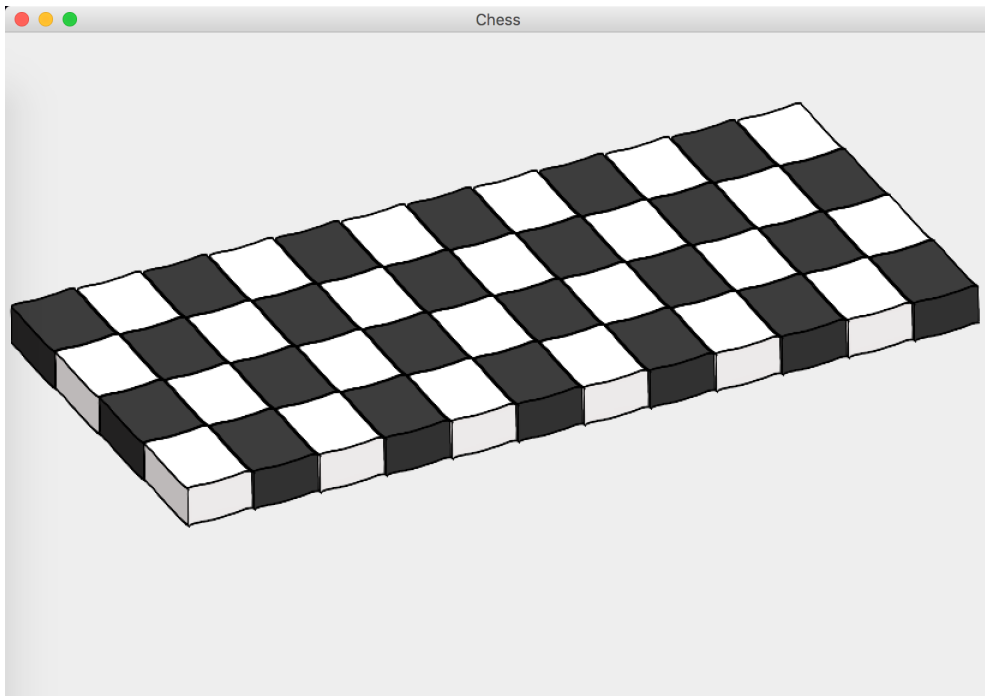Figure 1: An empty 8×8 board

Figure 2: An empty 4×7 board

Figure 3: An empty 12×4 board

1.2 Filled Board

After initializing the board, you should be able to see pieces appears on the GUI. Make sure that the pieces are on the correct positions and have the correct Z-Index:
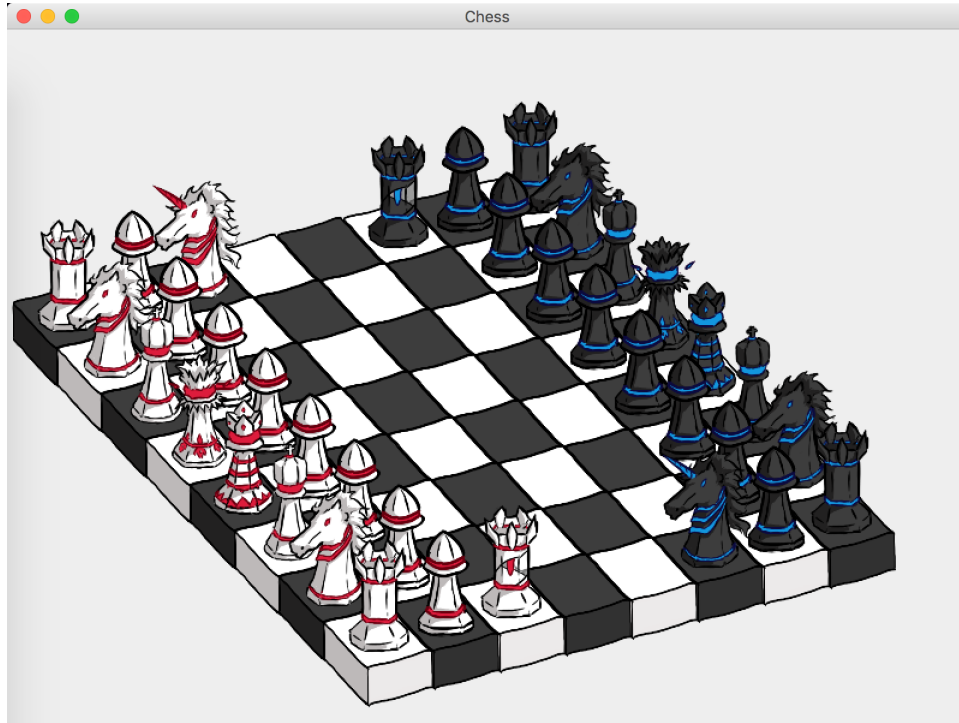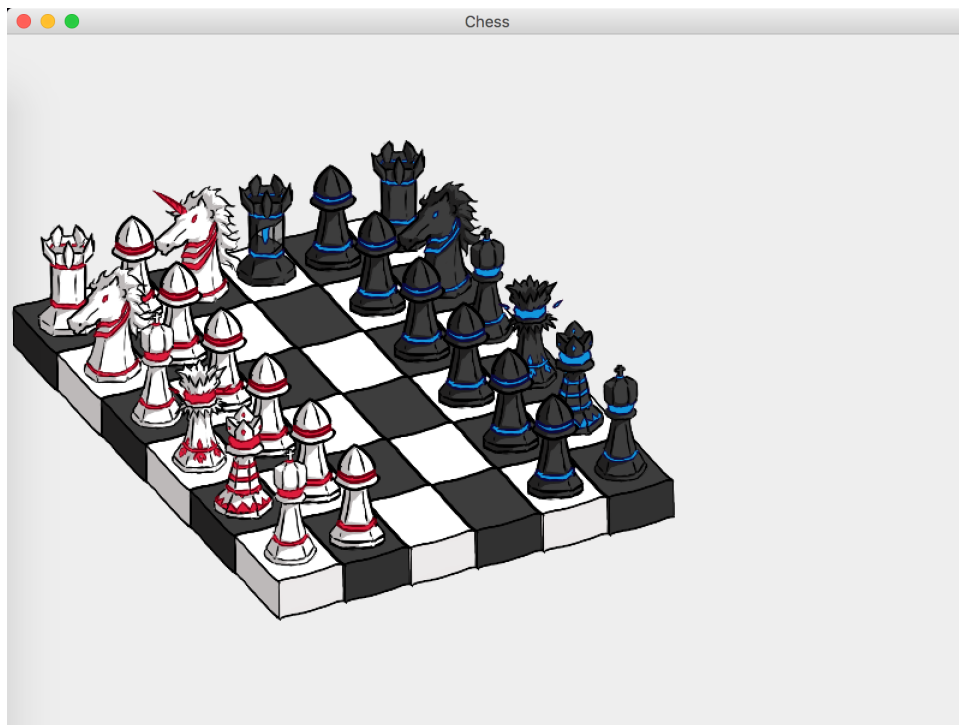

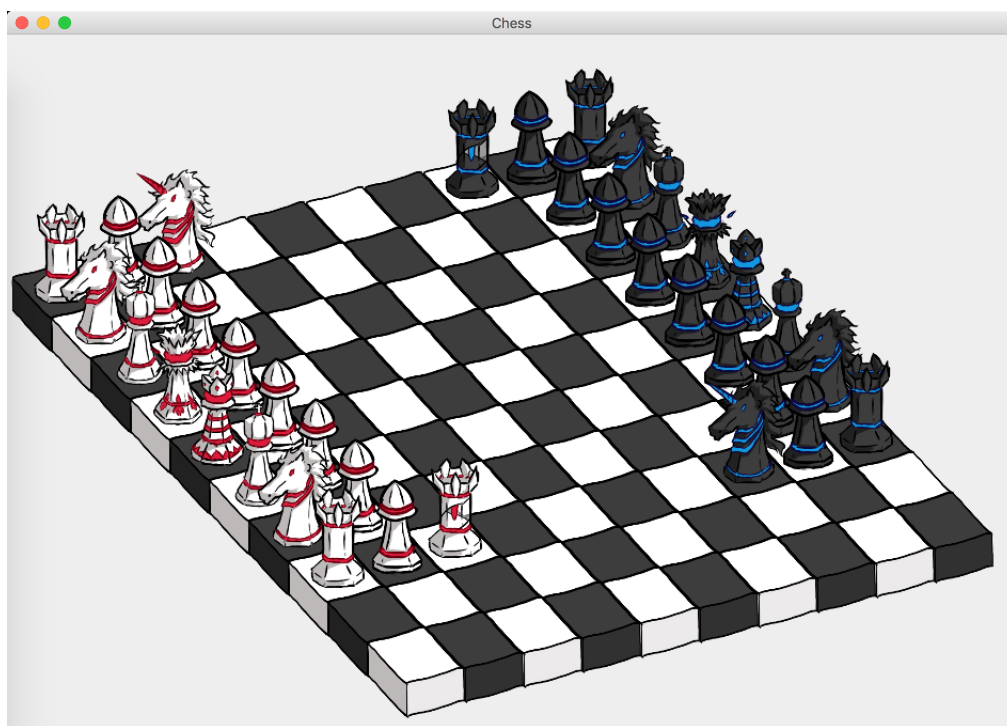Figure 4: An empty 8×8 board

Figure 5: An empty 6×6 board

Figure 6: An empty 10×10 board