

Chess Game GUI Testing Manual

Xiaoyan Wang (xiaoyan5@illinois.edu)

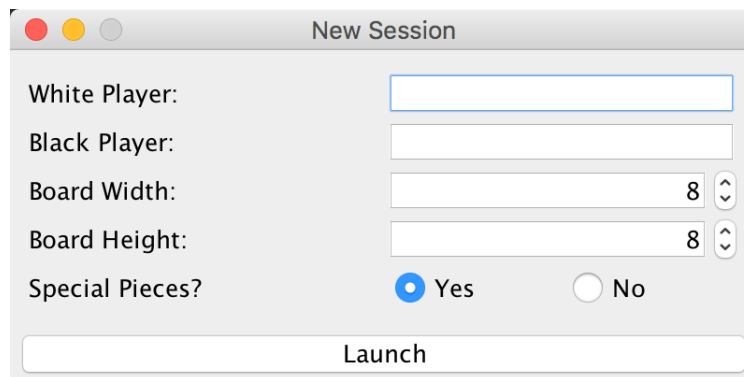
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1 Initialization

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 Initial Screen

After launching the game, this should be the first screen you see.



The screenshot shows a 'New Session' dialog box. It has a title bar with three colored buttons (red, yellow, grey) and the text 'New Session'. The main area contains five input fields: 'White Player:', 'Black Player:', 'Board Width:', 'Board Height:', and 'Special Pieces?'. The 'Board Width' and 'Board Height' fields have spinners set to '8'. The 'Special Pieces?' section has two radio buttons: 'Yes' (selected) and 'No'. At the bottom is a 'Launch' button.

Figure 1: Initial Screen

Explanation:

- **White Player:** the name of player that hold white pieces
- **Black Player:** the name of player that hold black pieces
- **Board Height:** the maximum height of the board
- **Board Width:** the maximum width of the board
- **Special Pieces?:** whether to include special pieces in the game

To submit you selection, you will need to press the **Launch** button.

1.2 Player Names

For the purpose of the game, you can enter the name of white player, black player, both, or neither. If name is left empty, the game will automatically generate one for the player using java-faker.

1.2.1 Randomly Generated Names

To see the randomly generated names, leave the initial screen empty as in Figure 1. Press **Launch**. You should be able to see the names of two players randomly generated for you.

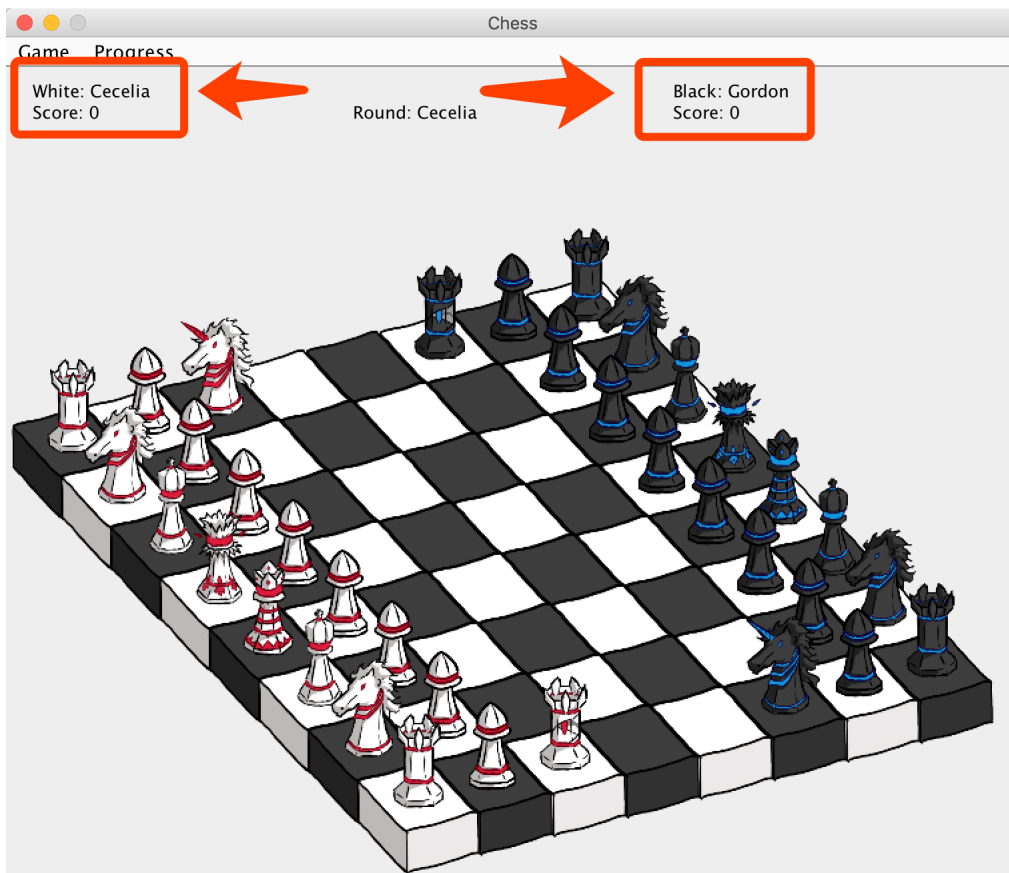


Figure 2: Random Names for Player

1.2.2 User Specified Names

Player could also manually enter their names in the initial screen, as shows in Figure 3 and the game window should looks like Figure 4:

1.3 Game Board

You can change the board size in the initial screen

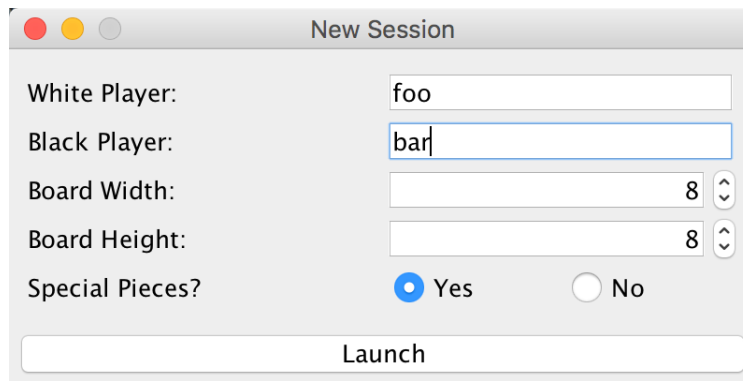


Figure 3: Initial Screen with Name

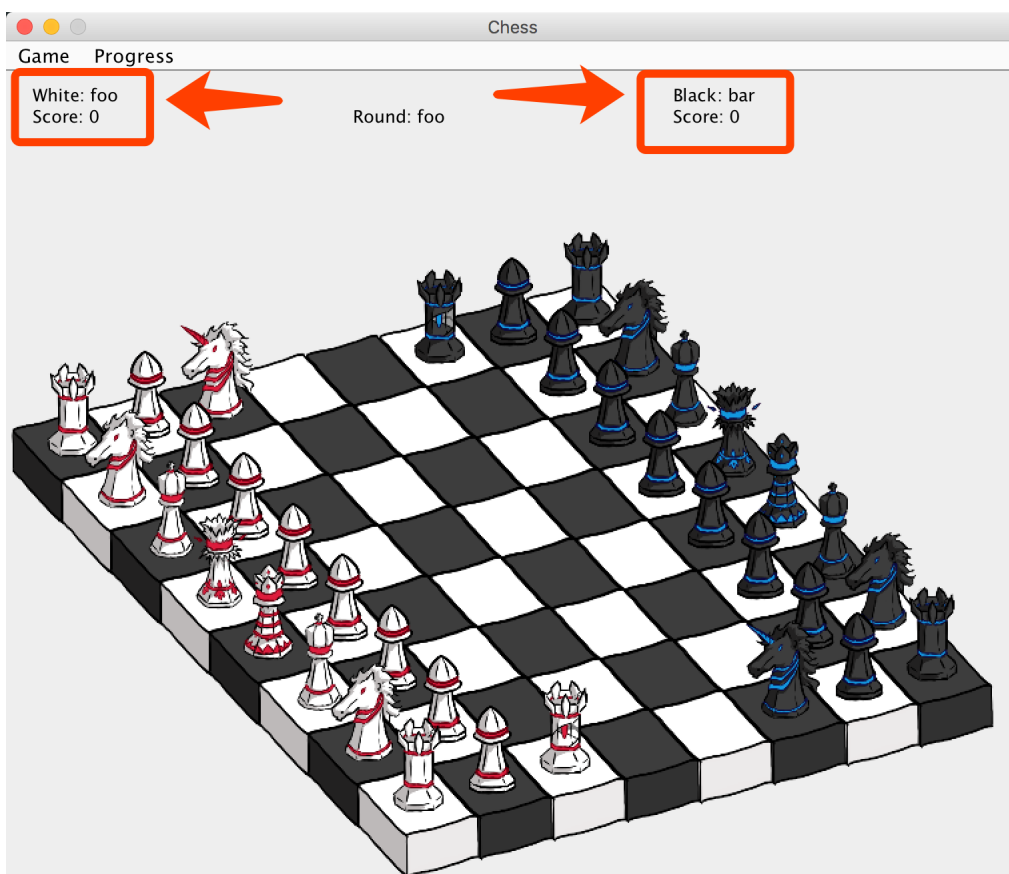


Figure 4: Specified Names for Player

1.4 Default Board Size

Without changing any initial setting and press **Launch** while everything remains as in Figure 1. You should see a 8×8 board like this:

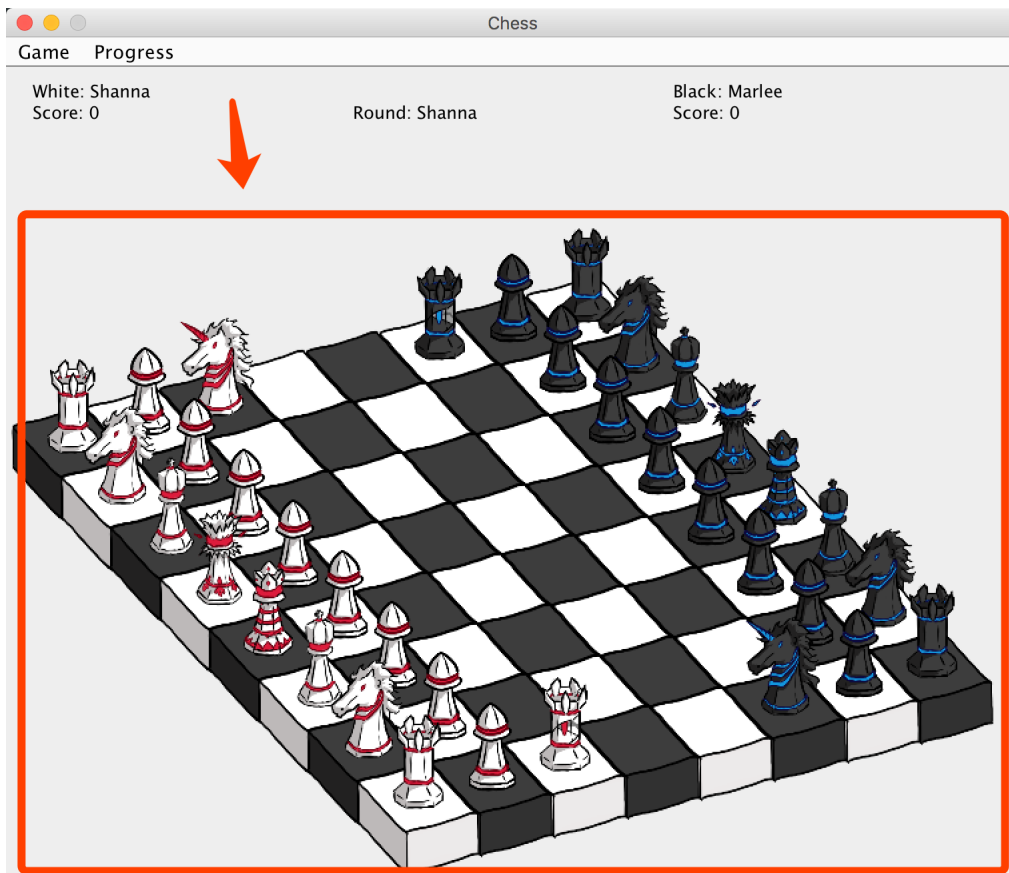


Figure 5: A Board with Default 8×8 Size

1.5 Custom Board Size

You can also change the board size in the initial screen by setting **Board Width** and **Board Height** according to needs, as in

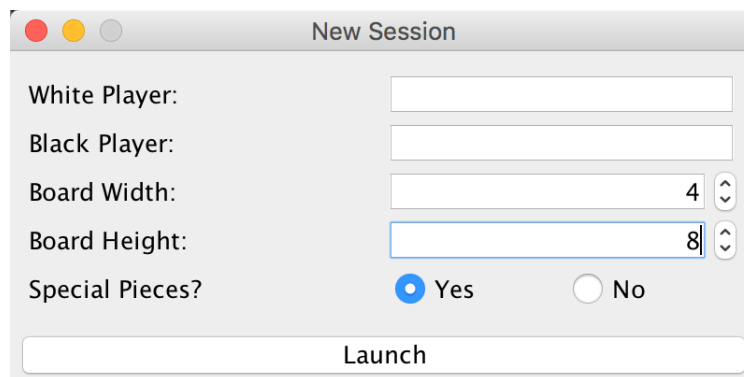


Figure 6: Initial Screen with Specified Size

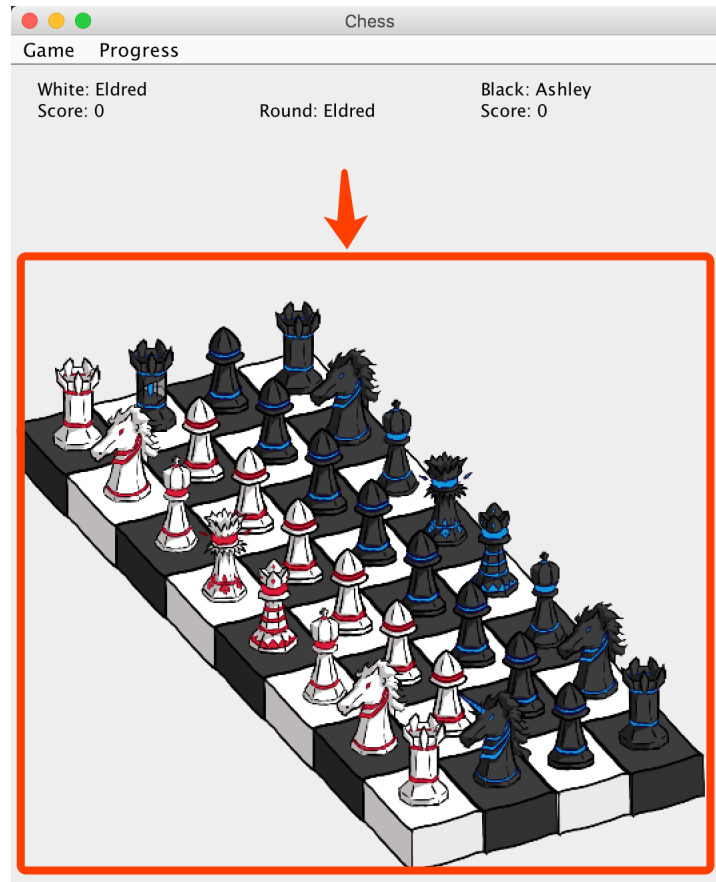


Figure 7: Board with Specified Size

1.6 Custom Pieces

You can also decide whether to include the two custom pieces **Artillery** and **Unicorn** in the chess game.

1.6.1 With Custom Pieces

Launching the game as in Figure 1, you will see a game with custom pieces, as in Figure 5.

1.7 Without Custom Pieces

To launch a game without custom pieces, select **No** in the initial screen, as in Figure 8 and Figure 9.

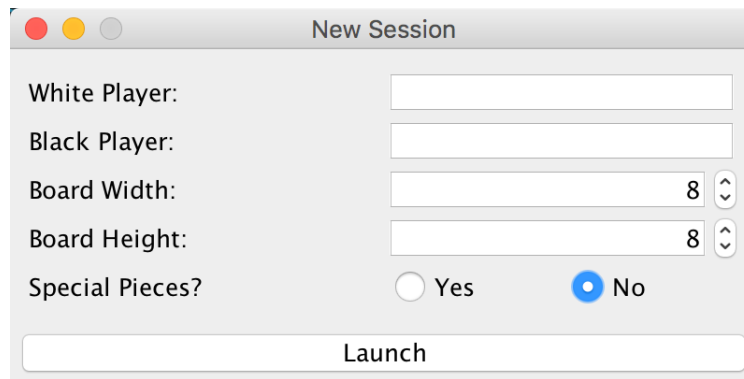


Figure 8: Initial Screen with no Custom Pieces

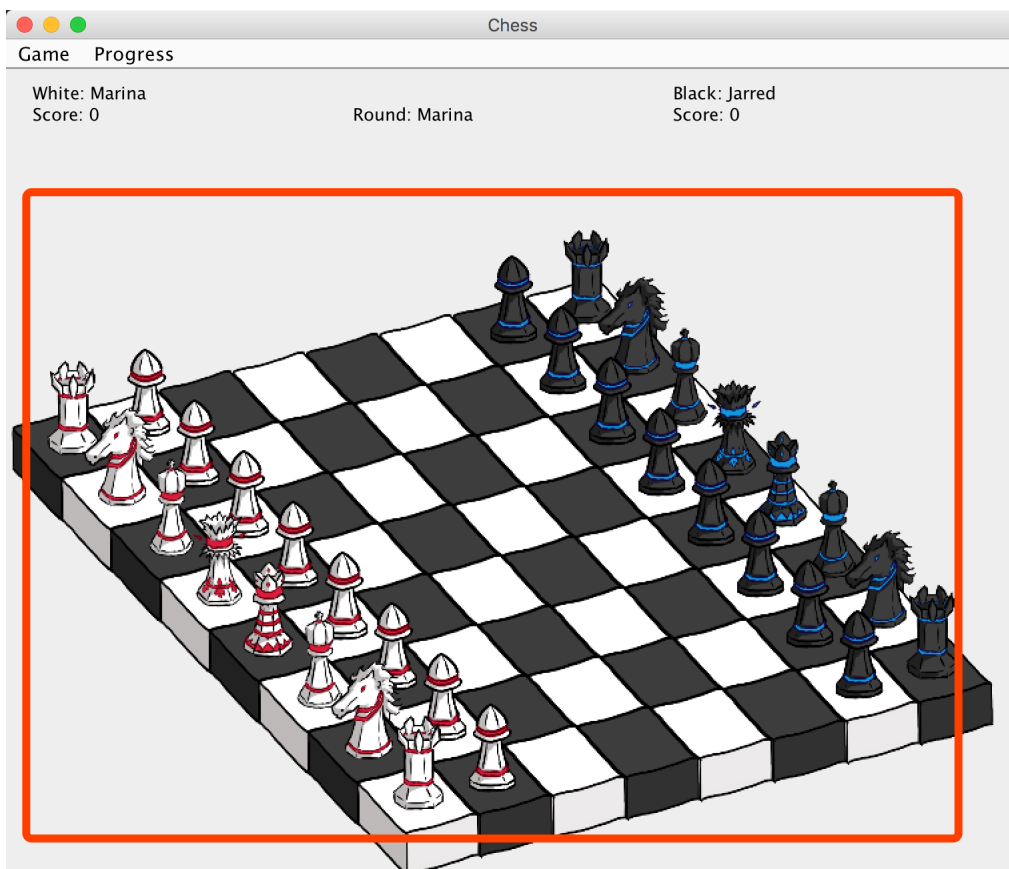


Figure 9: Board with no Custom Pieces