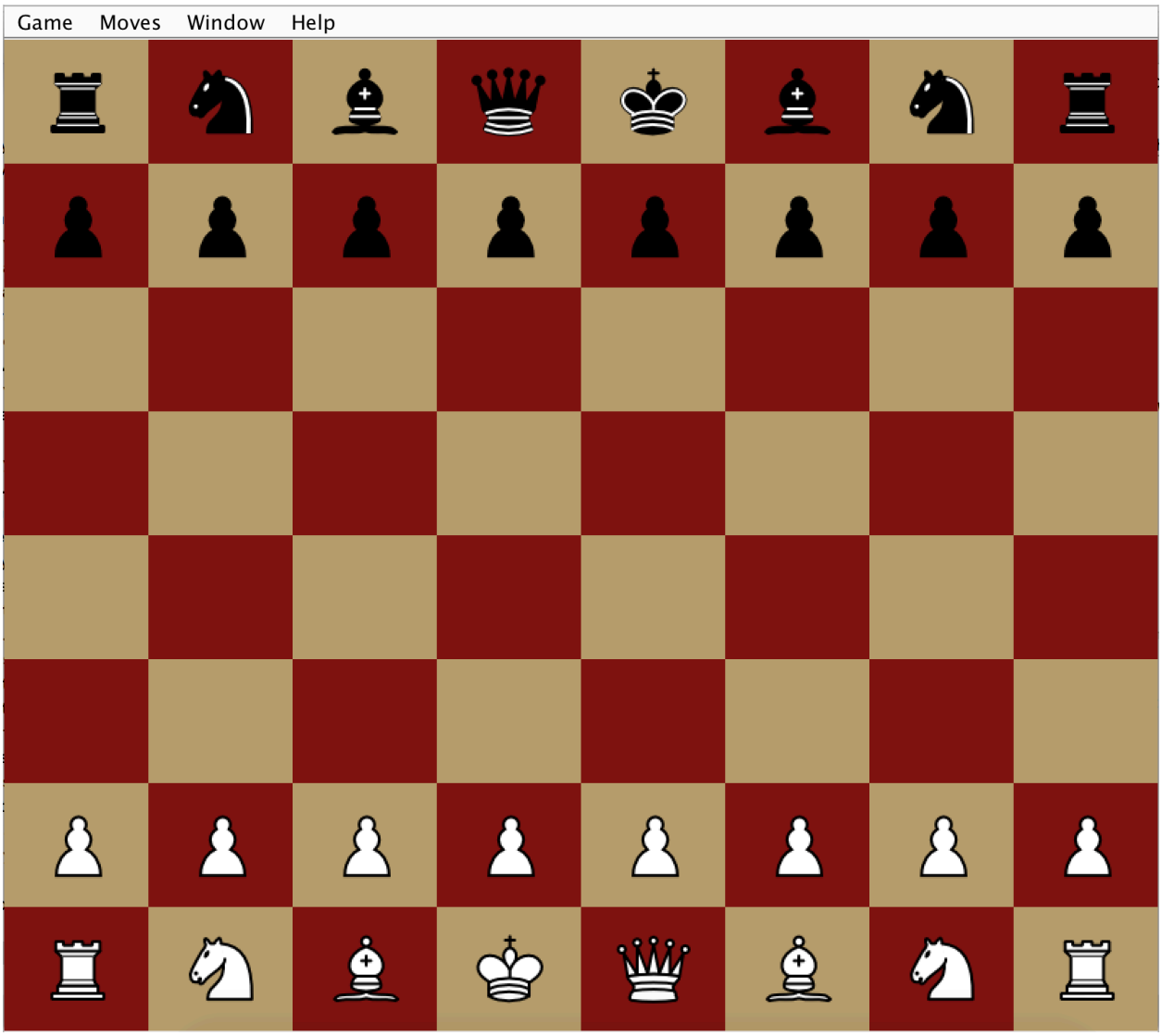
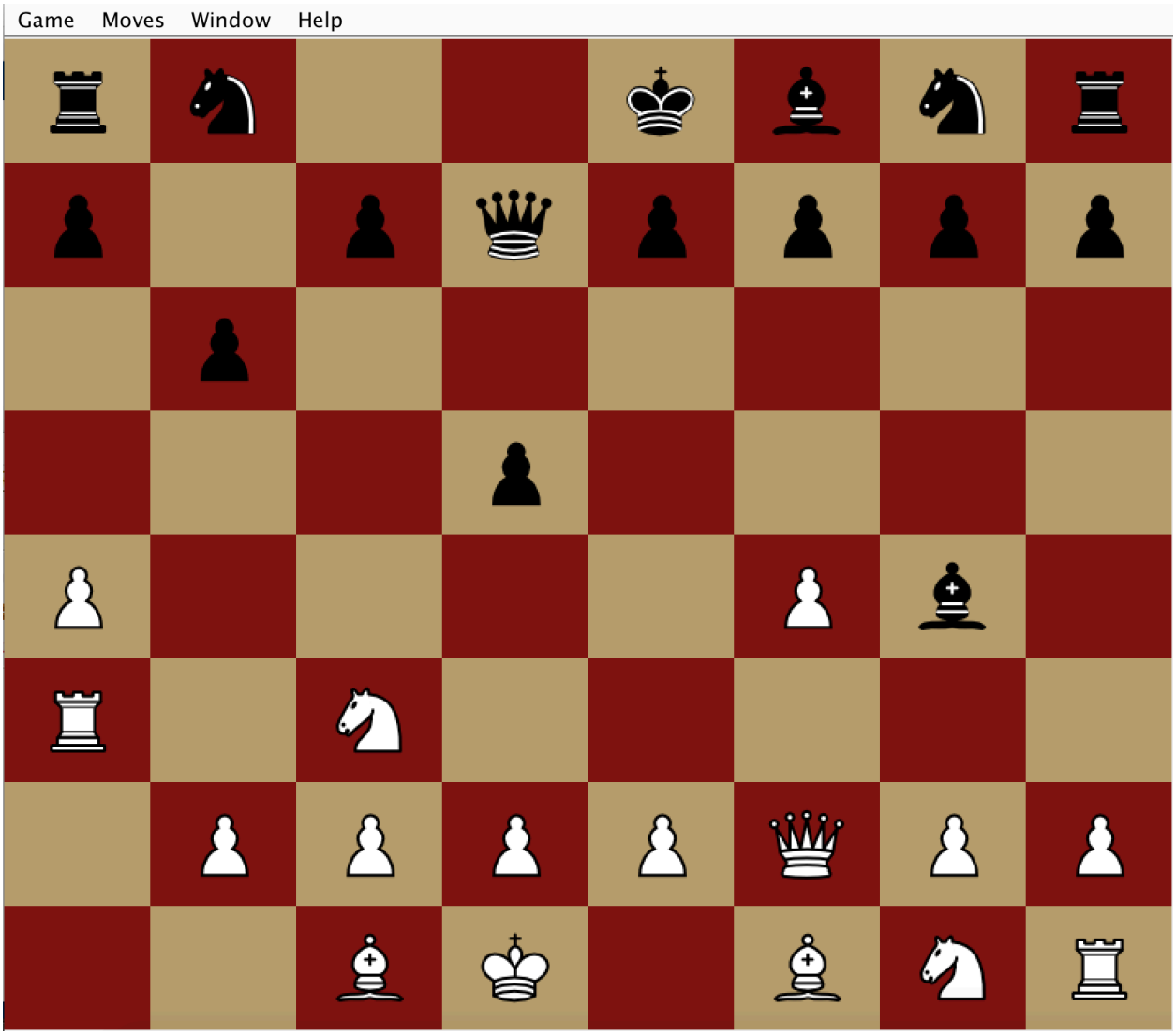


Test plan:

Part1: check all piece legal moves

1. Start with the default game board
2. Move the white pawn at (6, 0) to location (4, 0)
3. Move the black pawn at (1, 1) to location (2,1)
4. Move the white knight at (7, 1) to location (5,2)
5. Move the black pawn at (1, 3) to location (3,3)
6. Move the white rook at (7,0) to location (5,0)
7. Move the black bishop at (0,2) to location (4,6)
8. Move the white pawn at (6, 5) to location (4, 5)
9. Move the black queen at (0,3) to location (1, 3)
10. Move the white king at (7,4) to location (6, 5)

It should end up like this:



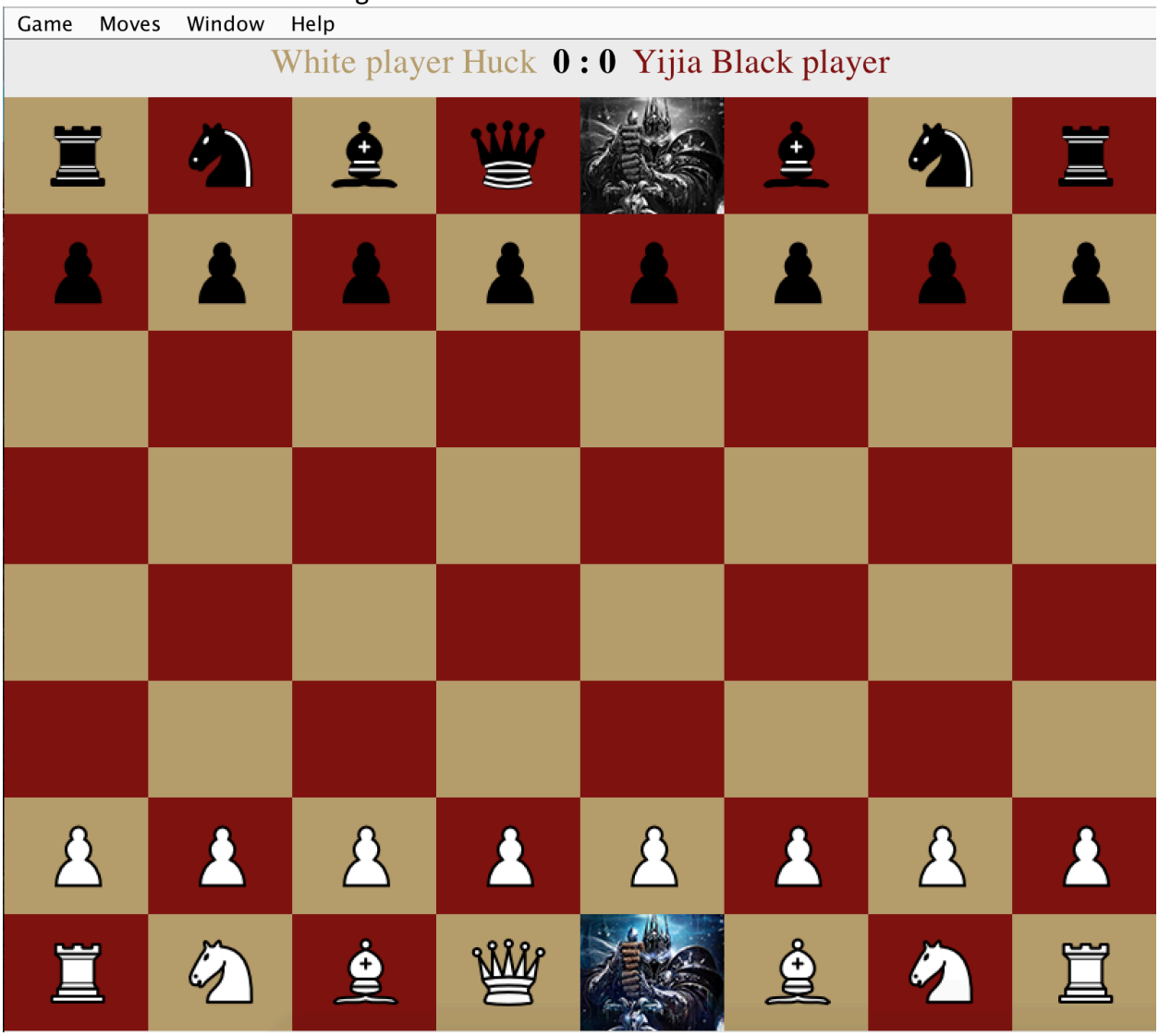
Part 2: Check illegal moves

1. Start with the default game board
2. Move all the non-pawn pieces in random directions
3. All pieces should remain at the same place except knights

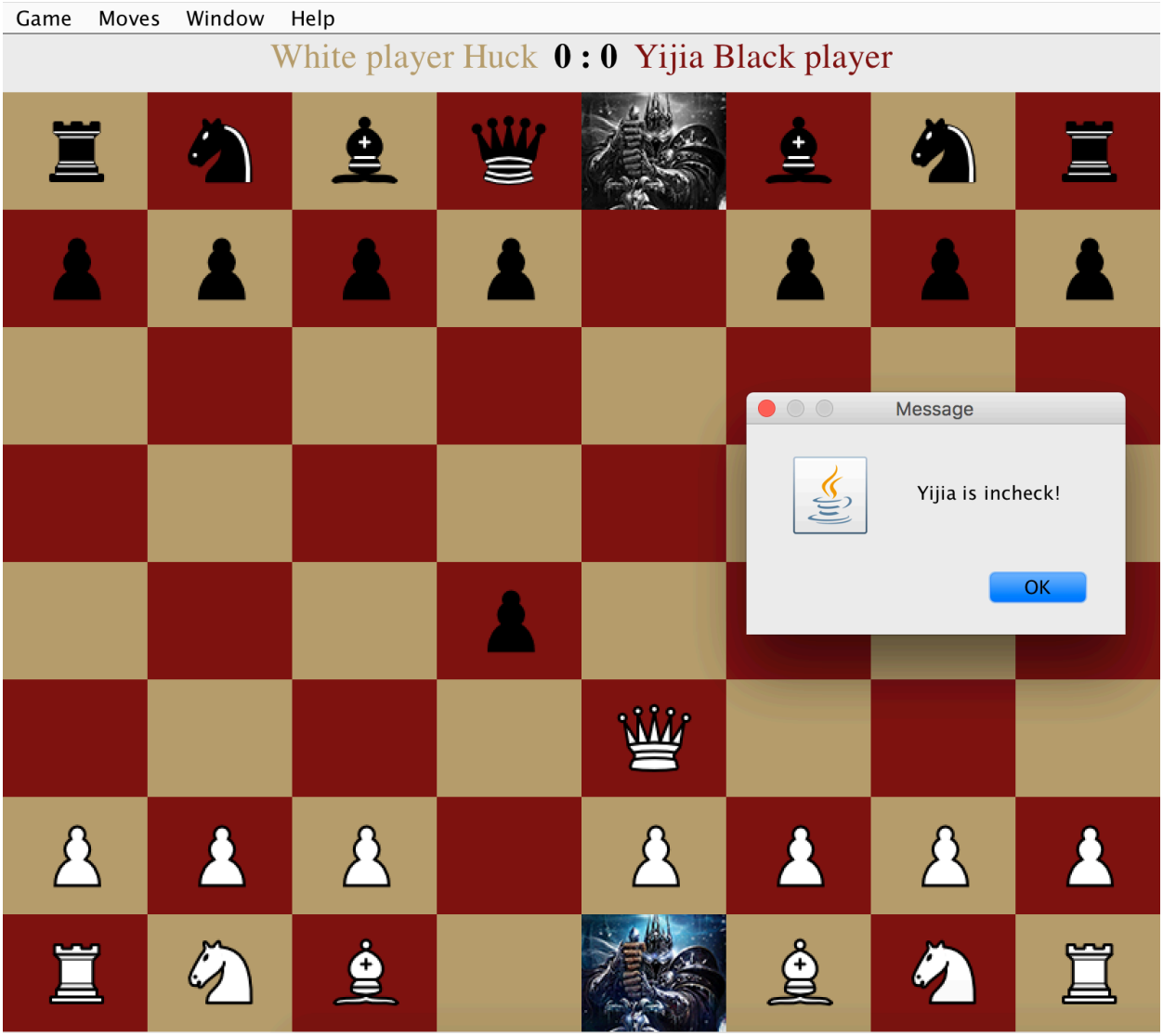
Part 3: Game Ending Condition check

Subpart 1: in-check condition

1. Start with the default game board

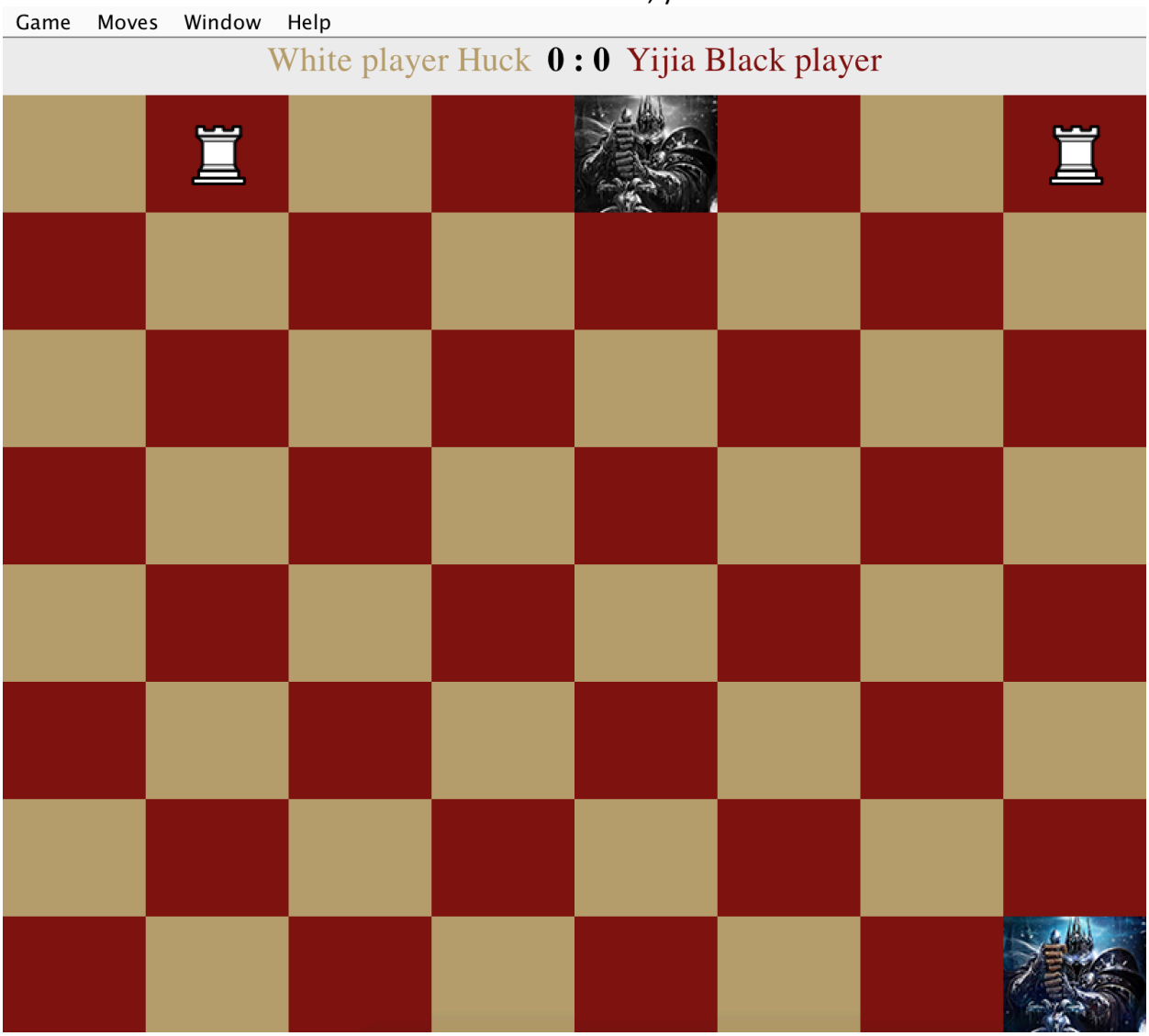


2. Move the white pawn at (6,3) to (4,3)
3. Move the black pawn at (1,4) to (3,4)
4. Move the white Queen at (7,3) to (5,3)
5. Attack white pawn with black pawn from (3,4) to (4,3)
6. Move the white Queen to (5, 4)
7. To see if check condition is triggered

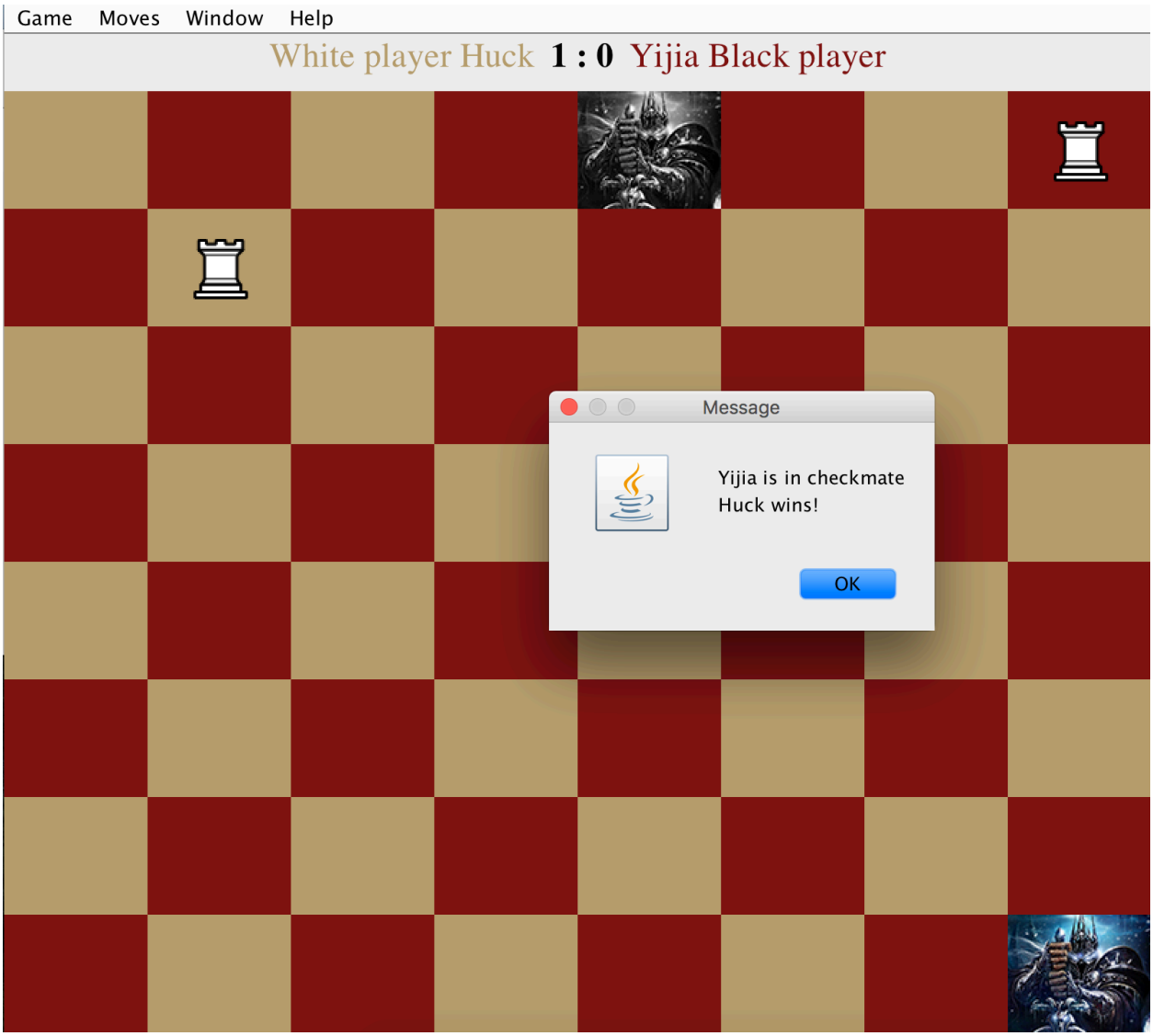

Game
Moves
Window
Help
White player Huck 0 : 0 Yijia Black player
Message
Yijia is incheck!
OK

Subpart 2: check-mate condition

1. Run the GUI test called the GUICheckMateTest, you should be able to see this:

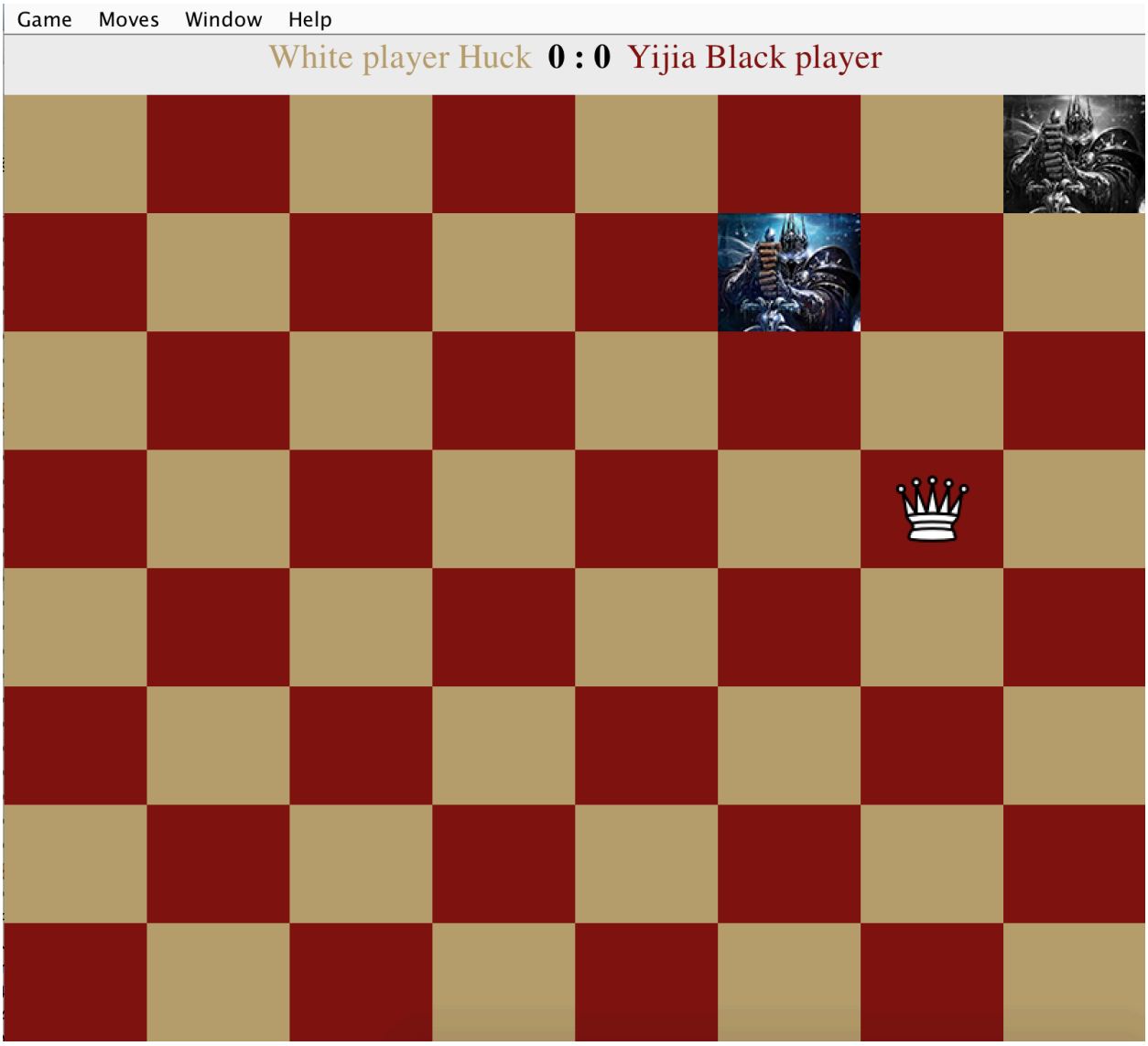


2. Move the white Rook at (0,1) to (1,1)
3. To see if check-mate condition is triggered

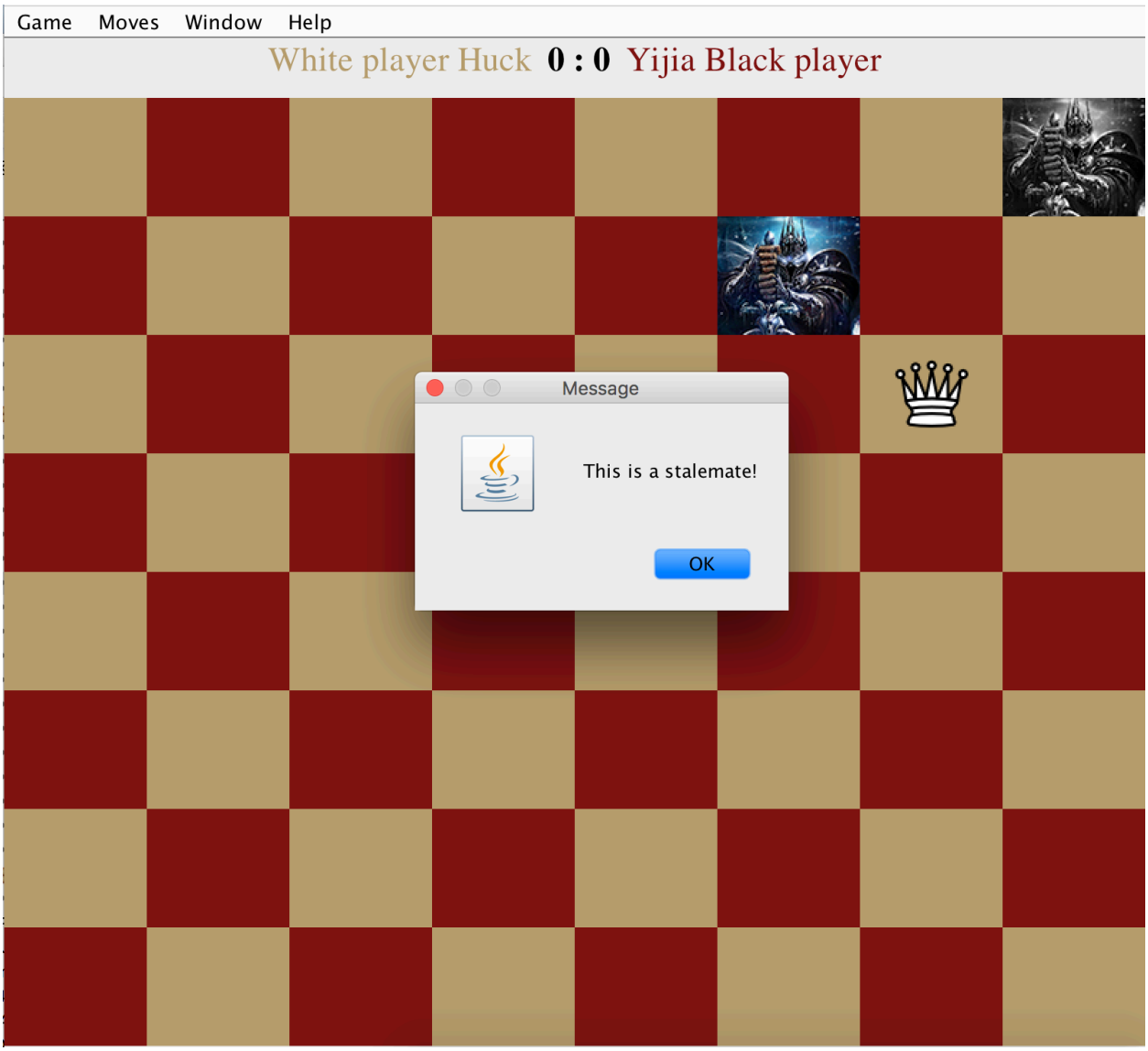

Game
Moves
Window
Help
White player Huck 1 : 0 Yijia Black player
Message
Yijia is in checkmate
Huck wins!
OK

Subpart 3: stale-mate condition

1. Start with the GUI test called GUIStalemateTest. You should be able to see the following:



2. Move the white Queen from (3,6) to (2,6)
3. To see if stale-mate condition is triggered.


Game
Moves
Window
Help
White player Huck 0 : 0 Yijia Black player
Message
This is a stalemate!
OK