Testing Report | Pieces: Bishop & Knight | 12/10/20  
Tester: Rupin Patel  
GitHub Link:   
<https://github.com/J-Rind/Testing/tree/RupinTesting/Bishop%20Test%201%20(12-09-2020)>

https://github.com/J-Rind/Testing/tree/fffd5506fb3fcc0a55bc1d869e3891702f6ae5de/Knight%20Test%201%20(12-10-2020)

**Bishop Test**

1. Bishop piece can be created successfully in both black and white. ✓
2. Bishop piece has a valid range of movements. ✓
3. Bishop can correctly jump over other pieces. ✓
4. Bishop pieces were not able to destroy each other. (needs to be fixed) EX:  
   whiteBishop1.moveTo(5,0, whiteKing, testPieces); blackBishop2.moveTo(7,2,blackKing,testPieces); blackBishop2.moveTo(5,0,blackKing,testPieces);

whiteBishop1.print();

blackBishop2.print();

This would result in both pieces remaining alive, instead of one dying.

The moves would be successful, however the **isAlive** status would remain **true**.5.

1. Everything else is working correctly for the Bishop piece.

**Knight**

1. Knight piece can be created successfully in both black and white. ✓
2. Knight piece **does not** have a valid set of movements when created. (needs to be fixed)  
   **Notes from Rupin:**

Knight whiteKnight1 = new Knight(1,0,"WhiteKnight1",true);

whiteKnight1.moveTo(2,2,whiteKing,testPieces);

The above code should move the Knight to the location, but it fails.

I tried using other coordinates for other Knights as well, but they failed to function correctly.

1. Unable to test whether or not the Knight was able to jump over other pieces sense it is unable to move properly.

If you have any questions, contact Collin Aldridge or Rupin Patel and we’ll get back to you ASAP. Thanks.