Testing Report | Interface | 12/12/20

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GitHub Link:   
<https://github.com/J-Rind/Testing/tree/Tyang0/TYANG%2012-12-20%20Interface/Tyang%20Interface%2012-11-20>

1. Most issues stem from the other teams i.e. piece and board, not being able to communicate properly.

- Pawn still has issues with movements.  
- isAlive() must be set to false or destroyed pieces will continue to appear.  
- Board is not optimally set up for piece use.

- Piece naming conventions could cause problems with how pieces show up on the board

Note: In depth analysis can be found in TYANG test 12-11-20 notes.txt

1. Code had to be heavily modified as final code from board and piece was unavailable.
2. The board and input are off, as if the board was sideways.
3. Notes:

* Interface does error checking
* Interface does not do piece renaming
* Board isn’t in charge of setting empty pieces
* The Array List for black and white pieces isn’t being used/updated at the moment.