Testing Report | Pieces/Rook | 12/6/20  
Tester: Rupin Patel  
GitHub Link:   
https://github.com/J-Rind/Testing/tree/RupinTesting/Rook%20AND%20Piece%20Test%201%20(12-06-2020)

1. The board is creating the Piece object for units such as Rook, knight, etc. instead of creating a Rook object from the Rook class that inherits from the Piece class.
2. No **piece.getName()** AND **piece.setName()** methods in the piece class. These methods are called several times within the board class. Related to point number 1. The pieces and board class are taking two different approaches to creating **pieces.Board** class is creating pieces by creating a piece object and using a **.setName()** method. While the pieces are designed to be created using their own classes such as **Rook.java** and objects intended to be created using coordinates and colors.
3. Error caused due to the piece class being an abstract class and the **getRange** function being abstract as well but not implemented yet.
4. No method was found for the board class to print the piece objects.
5. The board class appears to create two separate arrays for the black and white pieces. This is an issue because the pieces classes are designed to add all pieces into a single array and add an extra field to the piece objects that determine the color. Boolean value dictates color. White = true and Black = False.
6. The piece class uses the field **isAlive** that determines if the piece is still on the board.

The board class simply removes the piece and has no method that sets a piece to **isAlive** = true or false