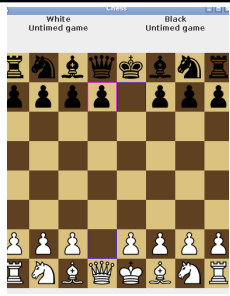
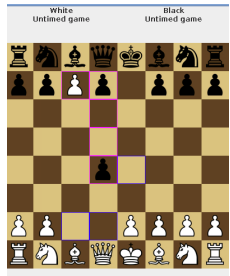


Testing Log for Chess Project

The purpose of this document is to keep track of all the testing (manual or via a test suite) that you've performed on your chess game to ensure it works correctly. Use the below grid as you go to record each thing you tested. You should be sure to test all functions as fully as possible!

Manual Tests:

Name of function you're testing	Action taken	Expected Response	Pass/Fail	Screen shot
Board constructor	Press "start" button	A board is displayed on the screen with a white square in the top left corner and a checkerboard pattern across the rest of the 8 rows/columns.		
mouseReleased	tried moving pieces to all available locations	the piece moved/captured to the square it was released to and the next color is able to move		
getLegalMoves	tried to move to own piece	It should go back to original space	Fail, it didn't go on to piece of same color	

getControlledSquares	Highlighted the squares with pink	only pin squares that are opposite color pieces in the same row and column	Pass	