

Software Engineering Group Project System Test Report

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1. SYSTEM TEST REPORT

Test Ref	What we're testing	Pass/Fail	Why?
SE-F-001	Check that the user is prompted with a menu on startup	Pass	
SE-F-002	Check that "New Game" button functions correctly	Pass	
SE-F-003	Check that player 1 is able to enter their name	Pass	
SE-F-004	Check that player 1 is able to choose their colour (white)	Pass	
SE-F-005	Check that player 1 is able to choose their colour (black)	Pass	
SE-F-006	Check that player 2 is able to enter their name	Pass	
SE-F-007	Check that player 2 is assigned the correct colour	Pass	
SE-F-008	Check that the cancel button works correctly	Pass	
SE-F-009	Check that the button to start the game works correctly	Pass	
SE-F-010	Check that the "load game" button functions correctly	Pass	
SE-F-011	Check that the player names are tracked for the duration of the game	Pass	
SE-F-012	Check that the player colour is tracked for the duration of the game	Pass	
SE-F-013	Check that program is keeping track of where the players pieces are for the duration of the game	Pass	
SE-F-014	Check that program visually indicates which player should move	Pass	
SE-F-015	Check that the players names are displayed on the screen	Pass	

SE-F-016	Check that the board is displayed on the screen	Pass	
SE-F-017	Check that the pieces are displayed	Pass	
SE-F-018	Check if the player can only select their pieces	Pass*	The program detects that you have selected an opponent's piece but doesn't allow you to move the piece
SE-F-019	Check that the player can only move one piece at a time	Pass	
SE-F-020	Check that the possible legal moves are shown to the user this includes locations where an opponent's piece is captured	Pass	
SE-F-021	Check that the pieces can moved	Pass	
SE-F-022	Check that the piece can only be moved if it is a valid move.	Pass	
SE-F-023	Check that the player cannot move a piece to an invalid square when the king is in check	Pass	
SE-F-024	Check that the pawn can do the En Passant special move	Pass	
SE-F-025	Check that the king can castle on either side	Pass	
SE-F-026	Check that the king can't castle in check	Pass	
SE-F-027	Check that the king can't castle if the rook or the king have moved	Pass	
SE-F-028	Check that the program detects check and indicates it to the user	Pass	
SE-F-029	Check that the program detects checkmate	Pass*	Ends the game

SE-F-030	Check that program clearly indicates a game over	Pass	
SE-F-031	Check that the program has an option to resign	Pass	
SE-F-032	Check that the players can make a draw	Pass	
SE-F-033	Check that the program saves the game as it ends	Pass*	Doesn't give the player the option to not save
SE-F-034	Check that the players can exit the game	Pass	
SE-F-035	Check that the game is saved to disk each move	Pass	
SE-F-036	Check that the player can select a game to replay	Pass*	Passes when the game is more than two moves
SE-F-037	Check that the player can go back to the main menu	Pass	
SE-F-038	Check that the player can delete a game save file	Pass	
SE-F-039	Check that the player can load the selected game	Pass	
SE-F-040	Check that the player has the option to review the game backwards	Pass	
SE-F-041	Check that the previous move button cannot be pressed if there is no previous move	Pass	
SE-F-042	Check that the player has the option to review the game forwards	Pass	
SE-F-043	Check that the next move button cannot be pressed if there is not another move	Pass	
SE-F-044	Check the program allows the user to exit the replay mode	Pass	
SE-F-045	Check the program saves each move made	Pass	

SE-F-046	Check that the program can restore a game that has been quit	Pass*	The game save represents the board state one move previous.
SE-EI-001	Check that a user's input is acted in on in under a second	Pass	
SE-EI-002	Check that the program can run on the IS PCs	Pass	

DOCUMENT HISTORY

<i>Version</i>	<i>Issue No.</i>	<i>Date</i>	<i>Changes made to document</i>	<i>Changed by</i>
0.1	N/A	10/05/23	N/A - original version	Jac127
0.2	N/A	10/05/23	Added test results	Seg19
1.0	N/A	10/05/2023	Release	Jac127