Software Engineering Group Project

System Test Report

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| --- | --- |
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| Config Ref: | TRGroup18 |
| Date: | 10th May 2023 |
| Version: | 1.0 |
| Status: | Release |

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# System Test Report

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| --- | --- | --- | --- |
| **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

| *Version* | *Issue No.* | *Date* | *Changes made to document* | *Changed by* |
| --- | --- | --- | --- | --- |
| 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 |