### 表1 棋盘可以放置未定义的棋子

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 测试人 | 李三木 | | | 时间 | | | 2020/4/2 | | | |
| 功能模块名 | sse.Board#setChess | | | 功能编号 | | | N/A | | | |
| 用例编号 | UT-004,UT-005 | | | | | | | | | |
| 严重程度 | 中 | | 优先级 | | | 高 | | | 状态 | 关闭 |
| 分配给 | 李三木 | | | | | | | | | |
| 发送给 | 李三木 | | | | | | | | | |
| 缺陷标题 | 棋盘可以放置未定义的棋子 | | | | | | | | | |
| *详细描述*  Board#setChess方法可以设置除player1Chess和player2Chess以外的棋子。  *预期结果：*  棋子无效，放置失败，函数返回false。  *实际结果：*  函数返回true | | | | | | | | | | |
| 附件 | |  | | | | | | | | |
| 相关缺陷 | | 无 | | | | | | | | |
| 注释 | |  | | | | | | | | |
| 解决 | | | | | | | | | | |
| 解决者 | | 李三木 | | | 解决日期 | | | 2020/4/3 | | |
| 解决build | | 1.0Build20200403 | | | 解决方案 | | | Fixed | | |
| 解决详细描述 | | 在setChess中添加了guarding，检查棋子类型。 | | | | | | | | |
| 关闭者 | | 李三木 | | | | | | | | |