# Part V: Manual Test Plan

GUI testing is difficult, especially just with unit tests. This week, in order to test your GUI, write a test plan including screenshots and specific steps for a human tester to follow - what a tester should do and what he/she should observe. Since your GUI this week is static, the test script should be very simple. You will be building on this test plan in the coming weeks.
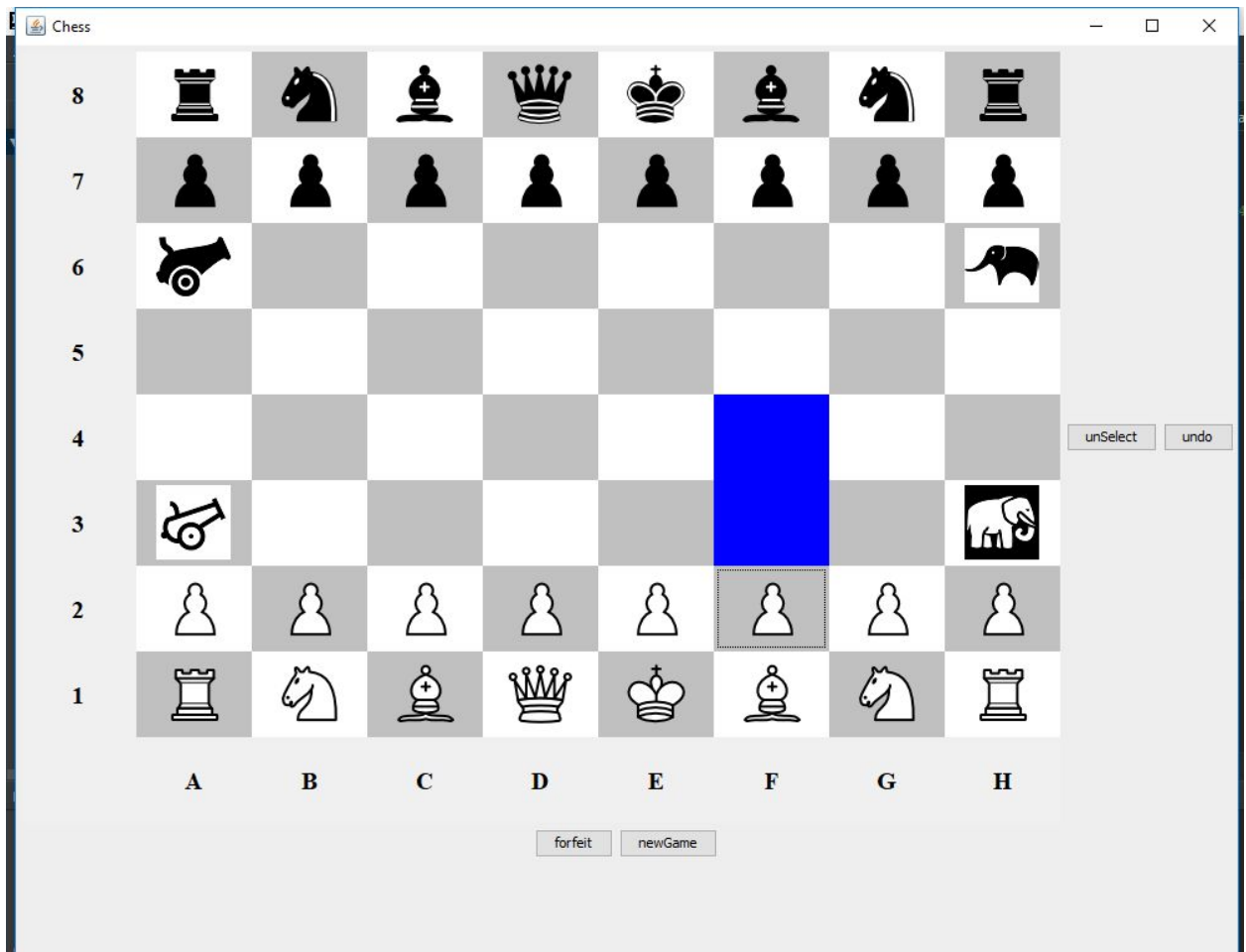
Step 1: Starting the Game
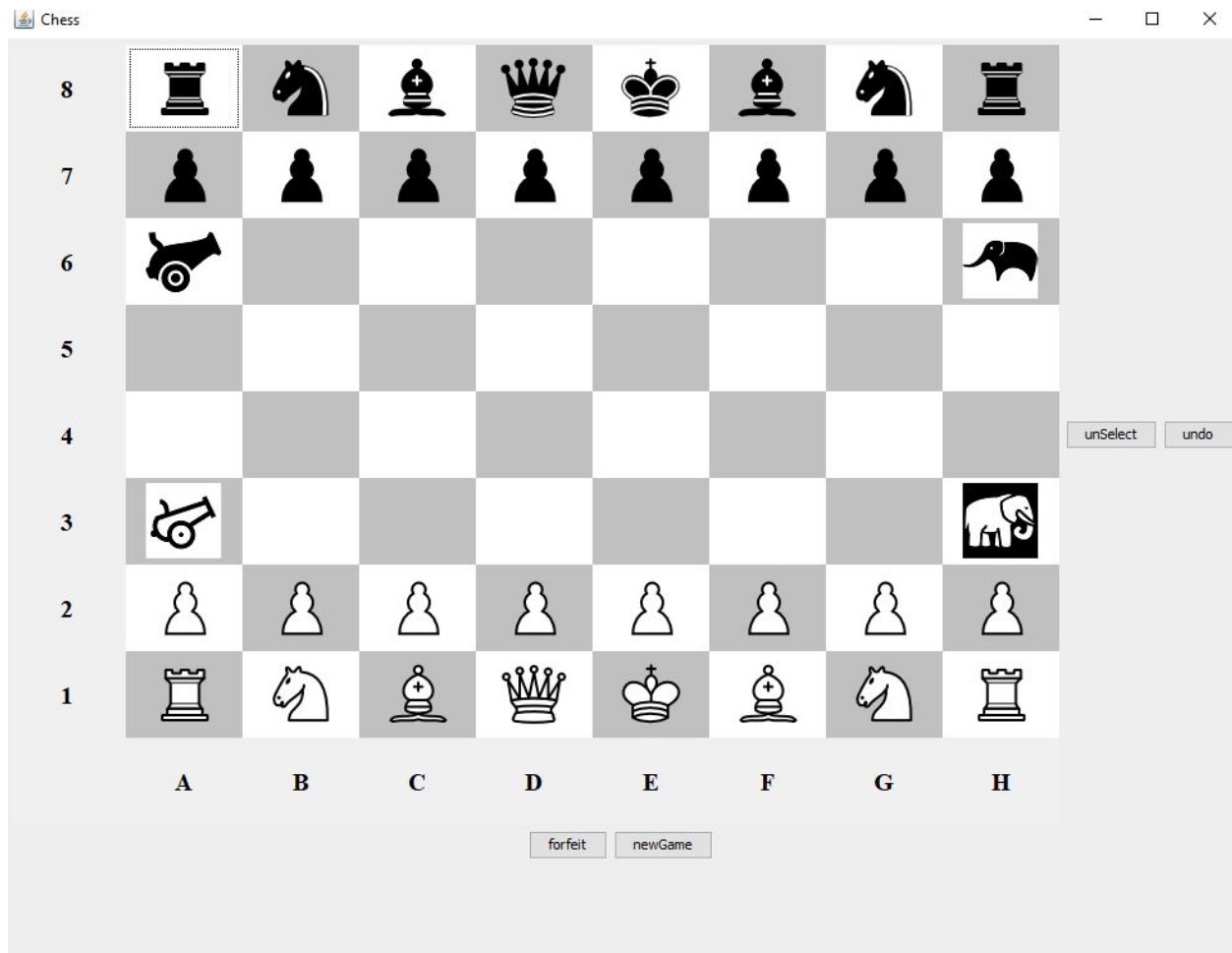
- Click run "Main Control" to start game.

- The board should be set to start playing.

- By the convention of the game, White color side starts first.

Step 2: Testing the Game

- Make sure players take turn.

● Make sure the possible moves for the selected pieces show correctly on the screen.

● Make sure pieces can only make valid movements.
● Test capture. Make sure captured pieces disappear.

Step 3: Testing the Ending conditions

● Make sure game ends at checkmate.
● Make sure game ends at stalemate.

Step 4: Special Functionalities

● Test Undo/Redo
● Test unSelect
● Test forfeit
● Test New Game option.