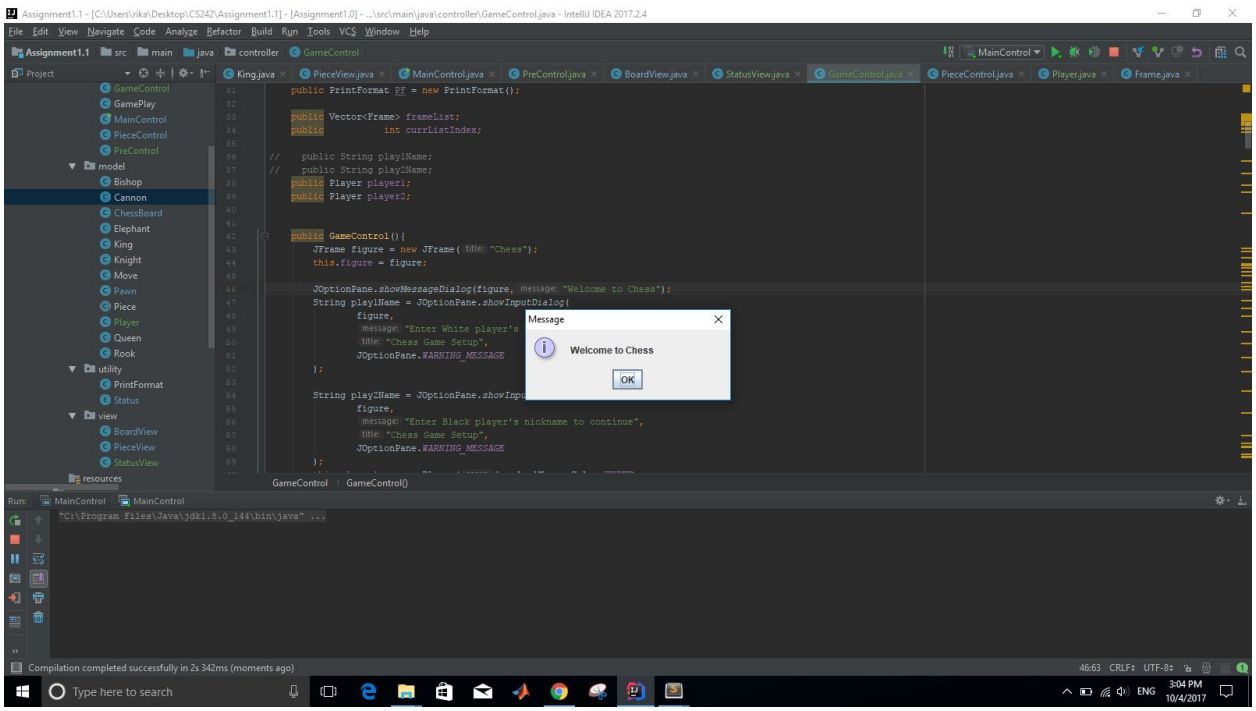
Part V: Manual Test Plan

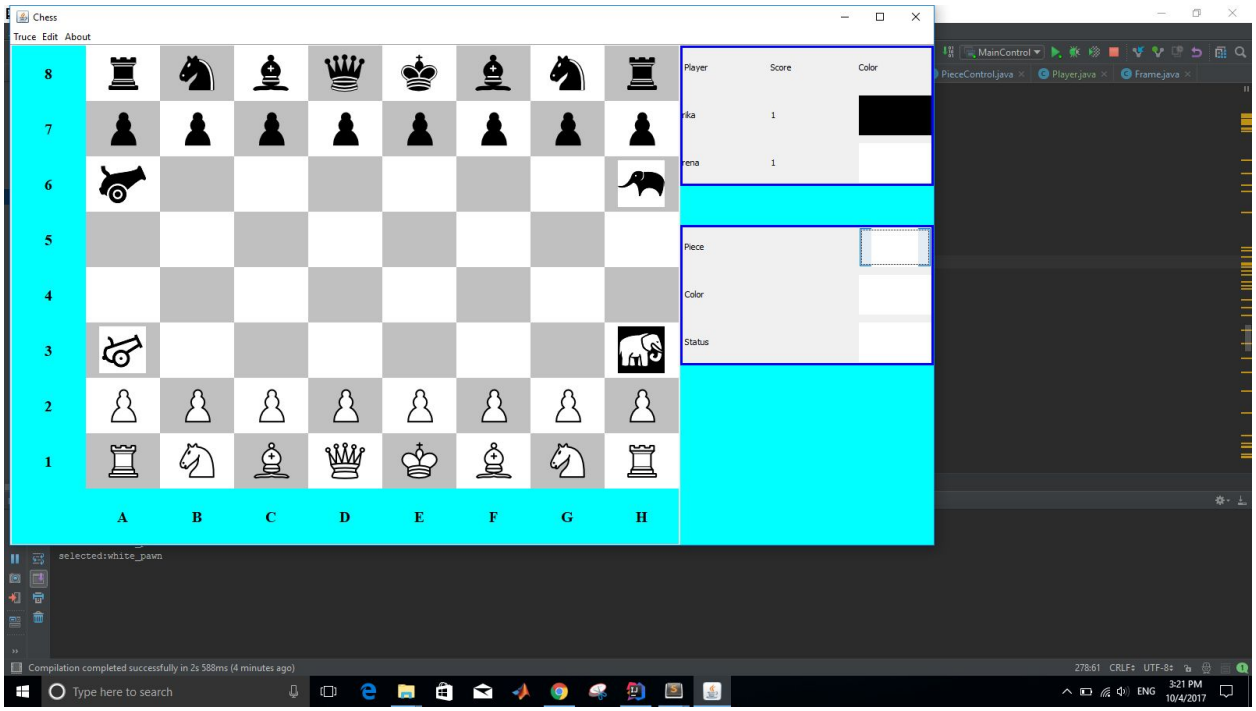
GUI testing is difficult, especially just with unit tests. This week, in order to test your GUI, write a test plan including screenshots and specific steps for a human tester to follow - what a tester should do and what he/she should observe. Since your GUI this week is static, the test script should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

Step 1: Static Interface

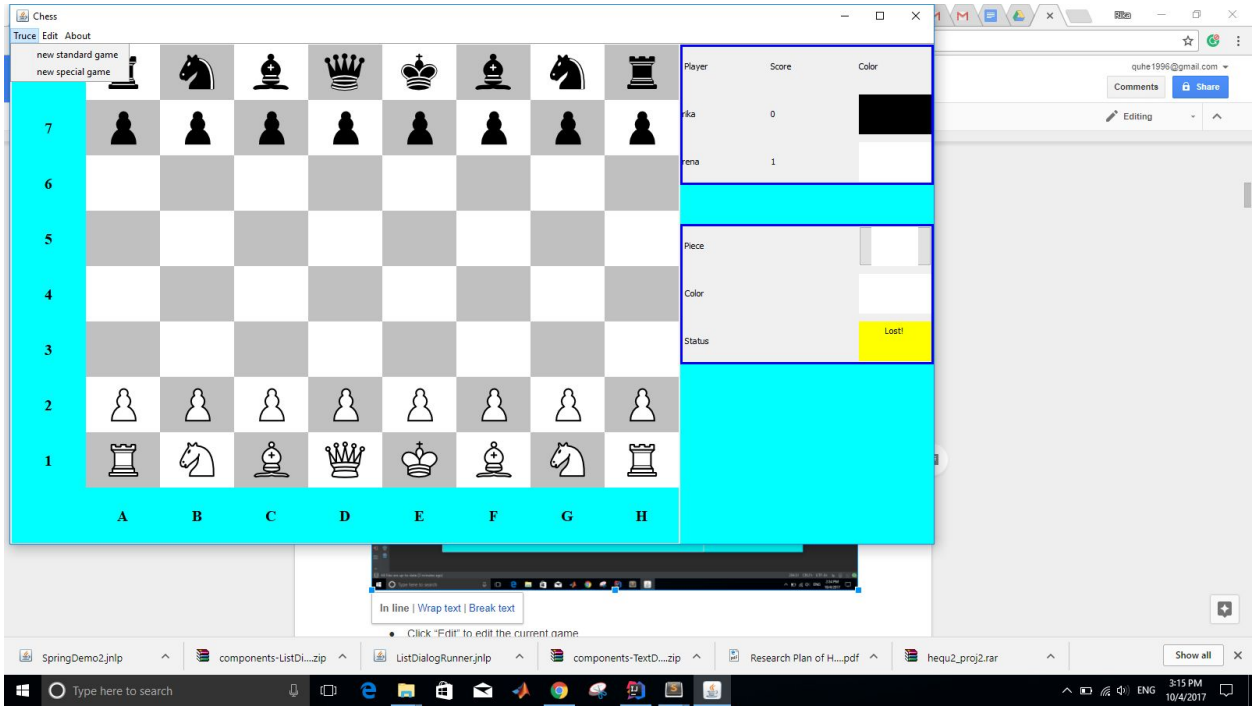
- Double-Click on the Desktop Application Icon. You should see a welcome Page. Click “OK” to proceed.



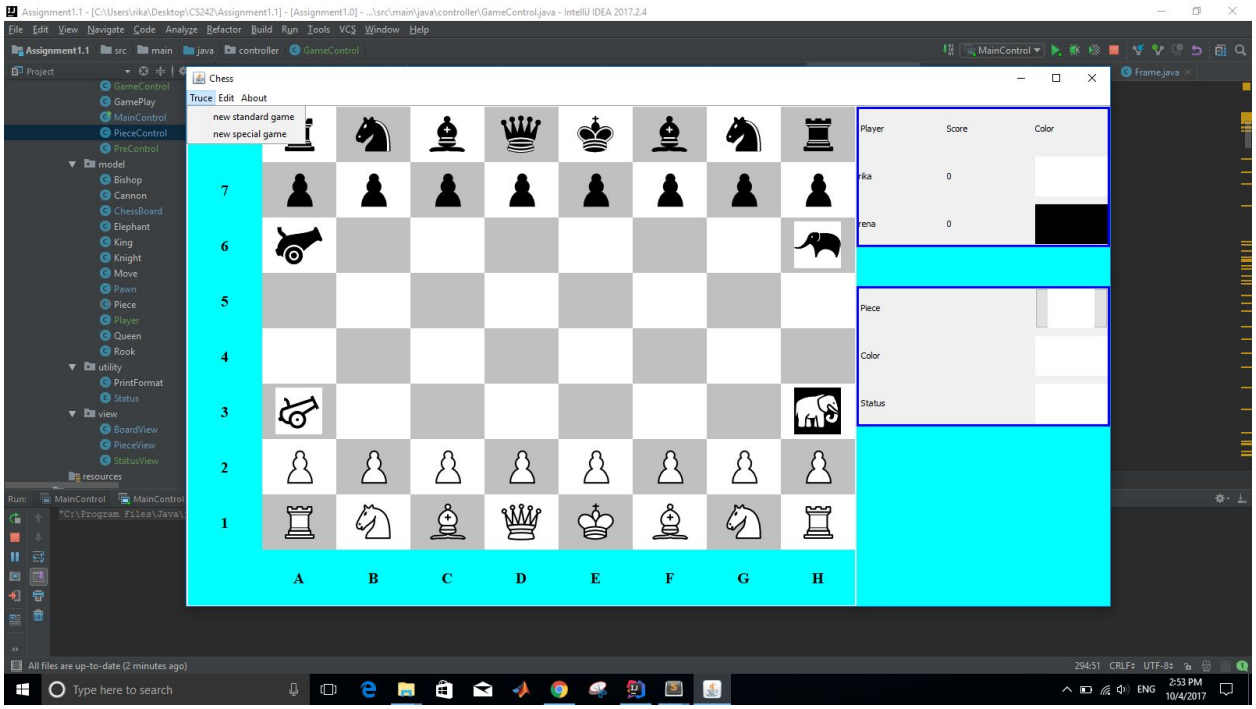
- You should see a plain checkered game board with a menu bar on the top. Hover the mouse over the menu bar to see menu items.
- Click “Truce” to start a special new game.



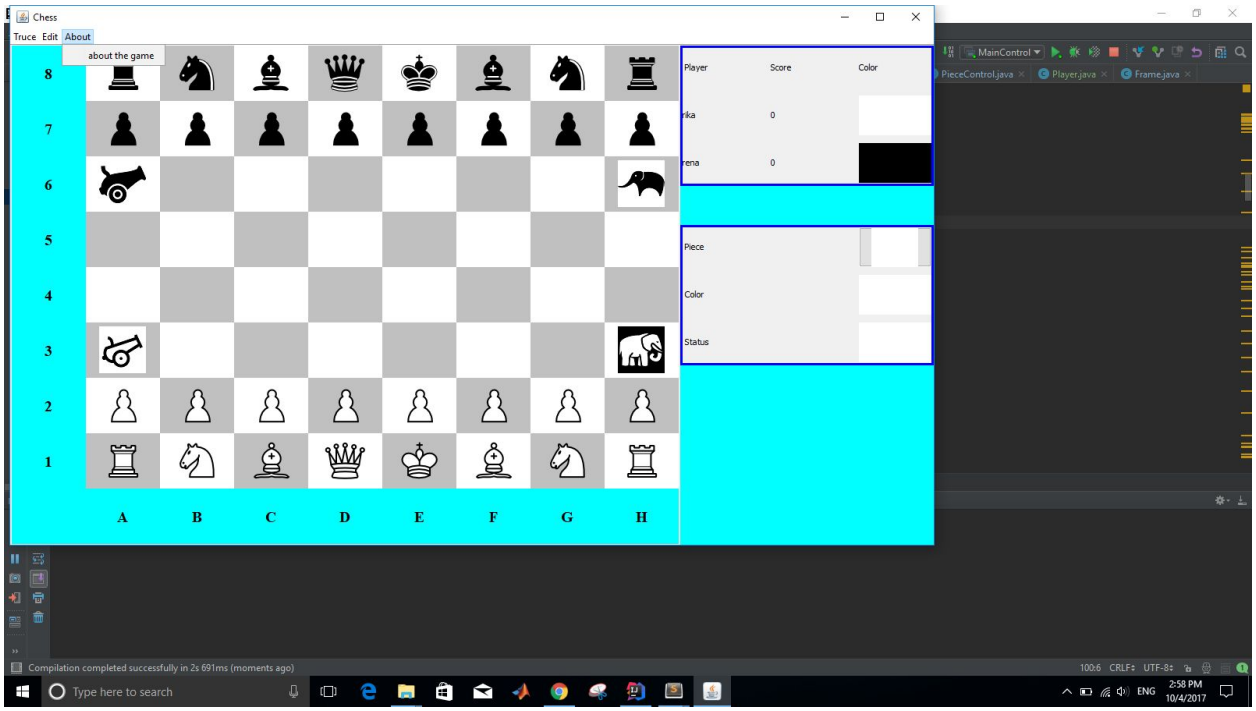
- Click “Truce” to start a standard new game.



- Click “Edit” to edit the current game.



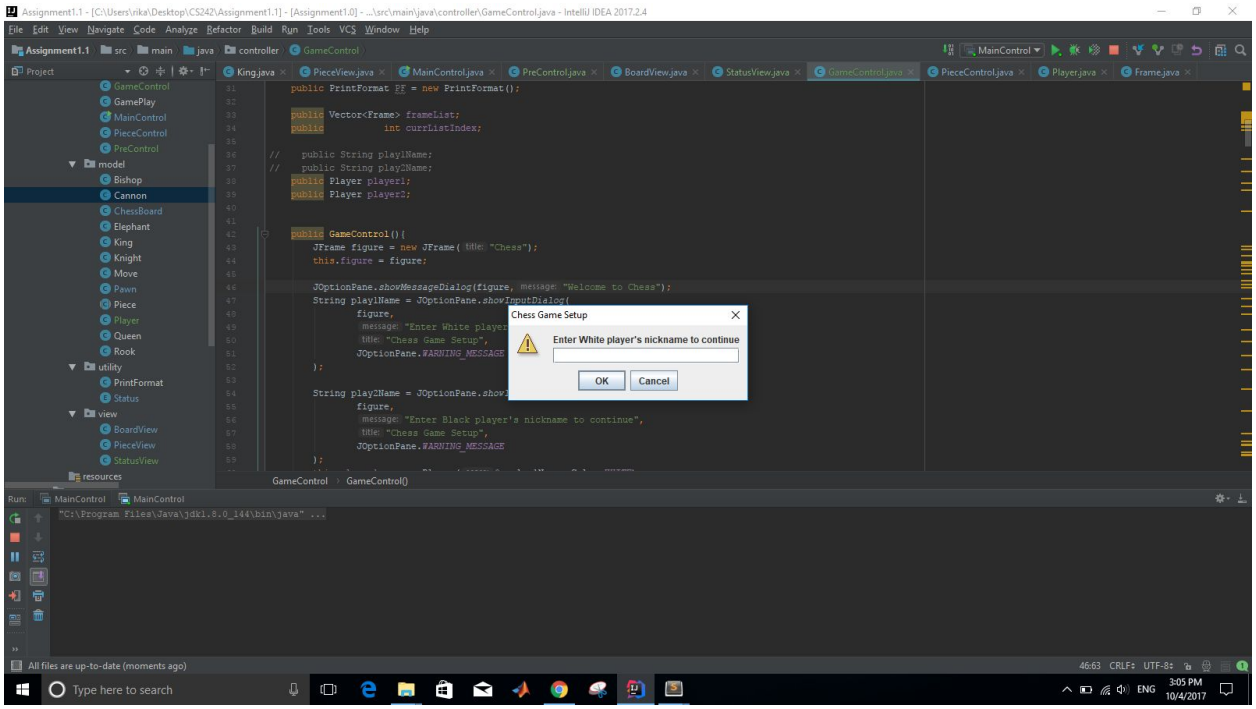
- Click “About -> About this Game” to view information about this game.

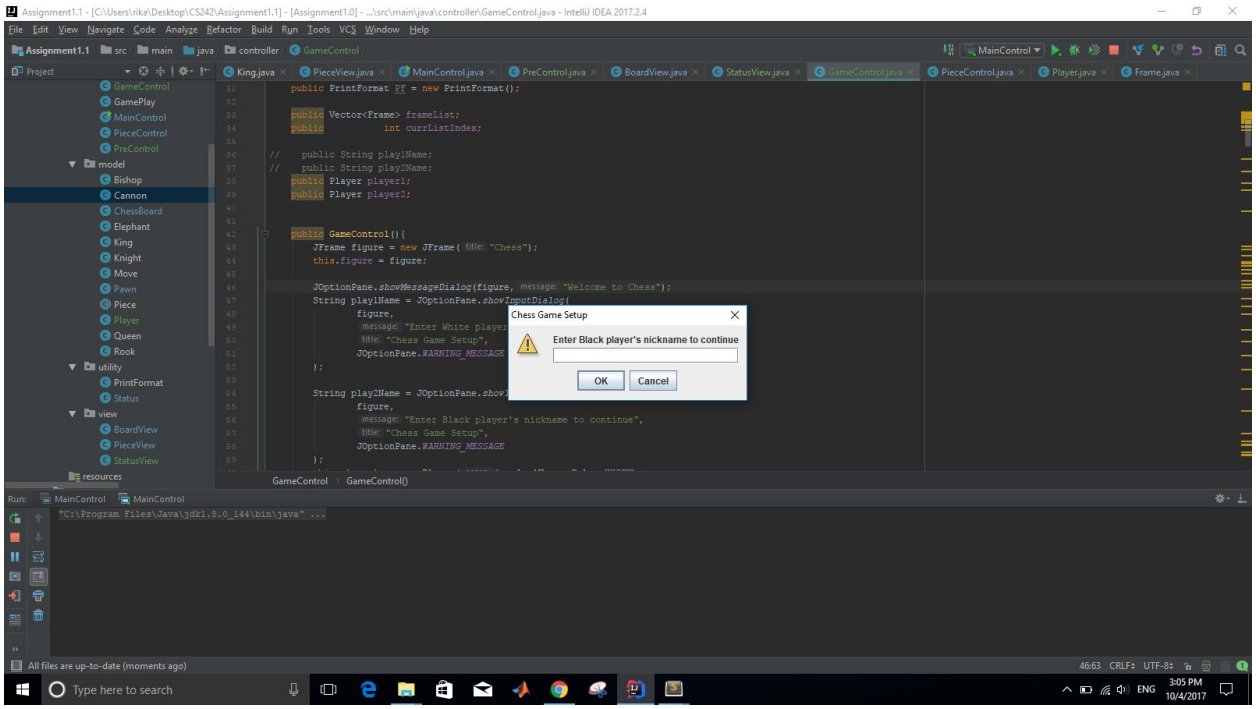


Step 2: Testing the Game

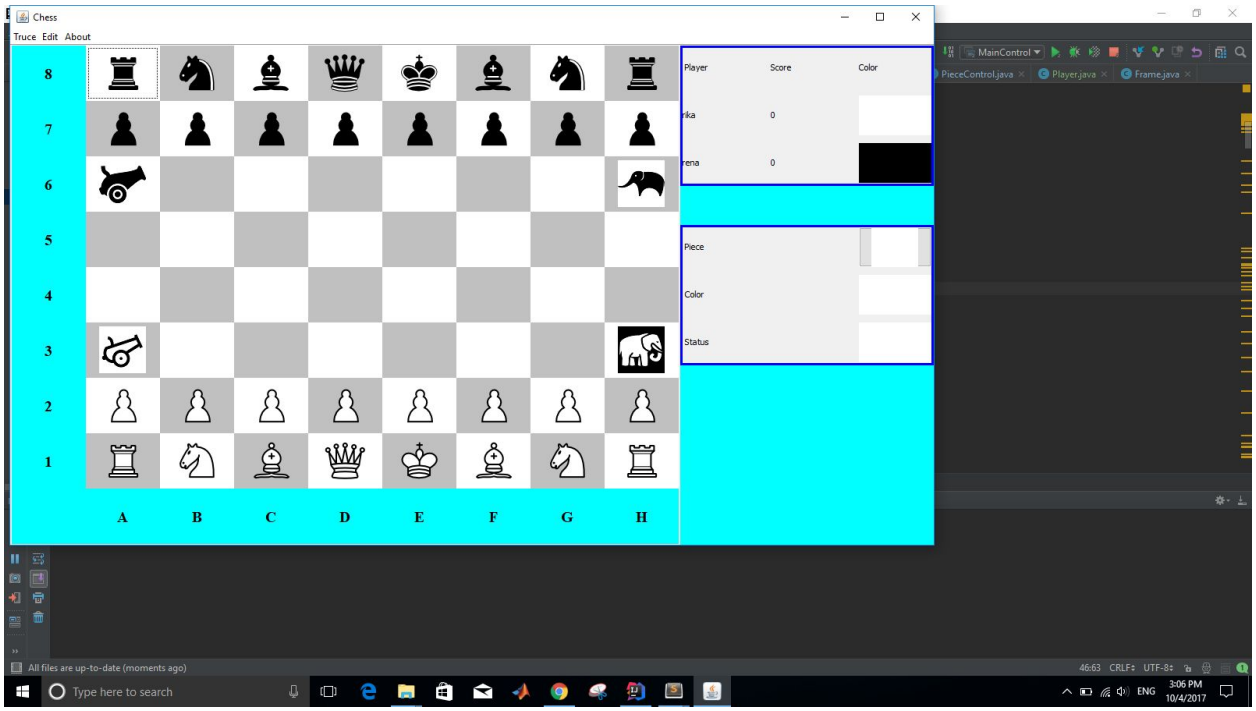
I. Starting the Game

- After clicking “OK”. You will be prompted to enter two players’ names. First name entered will be the White player.

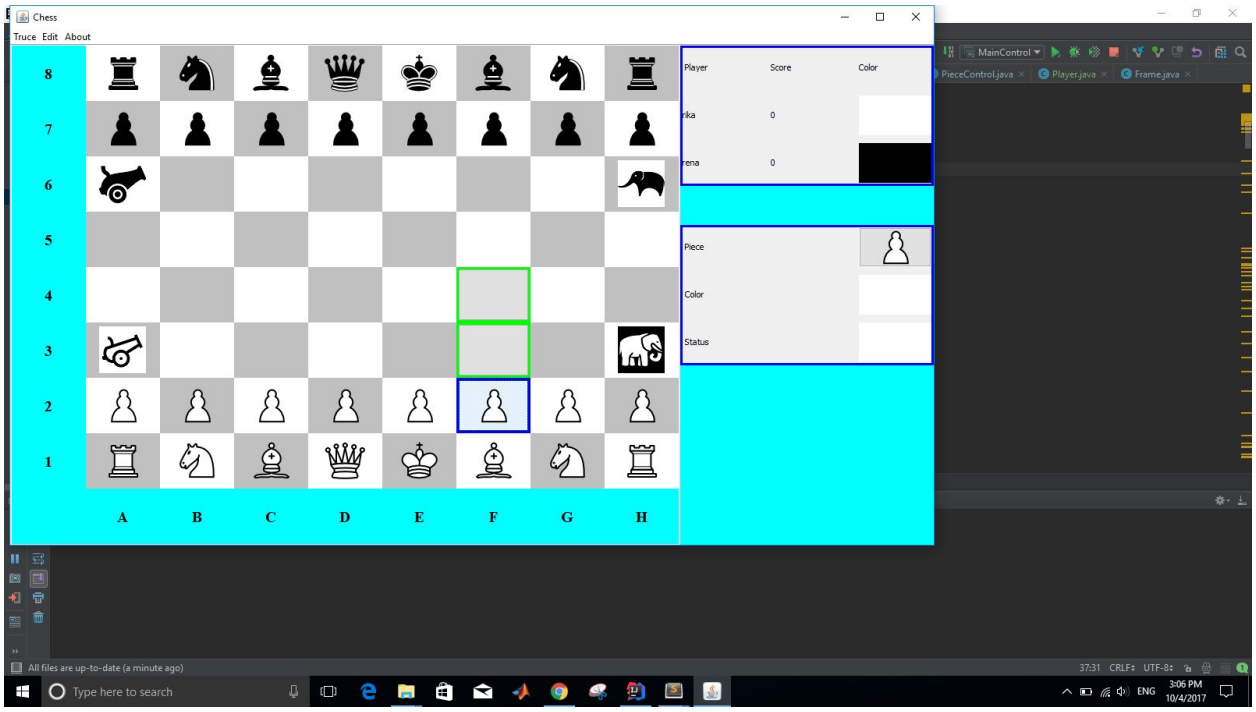




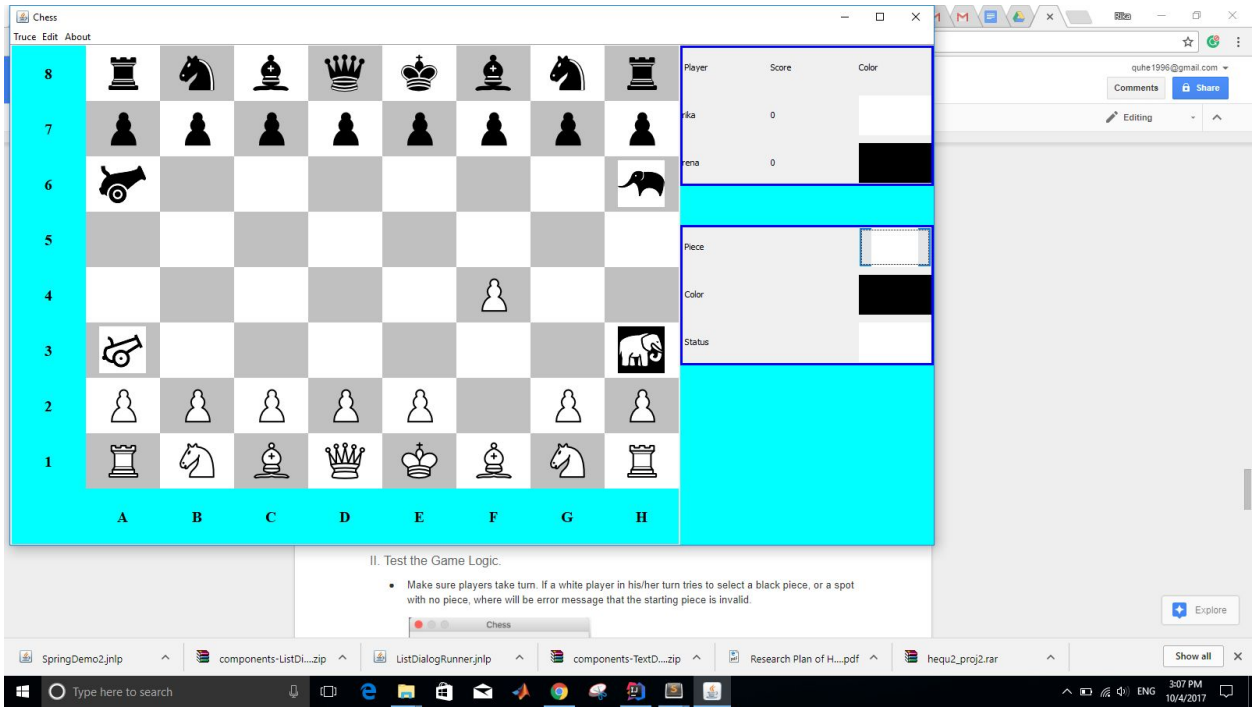
- The board should now be set with pieces to start playing.



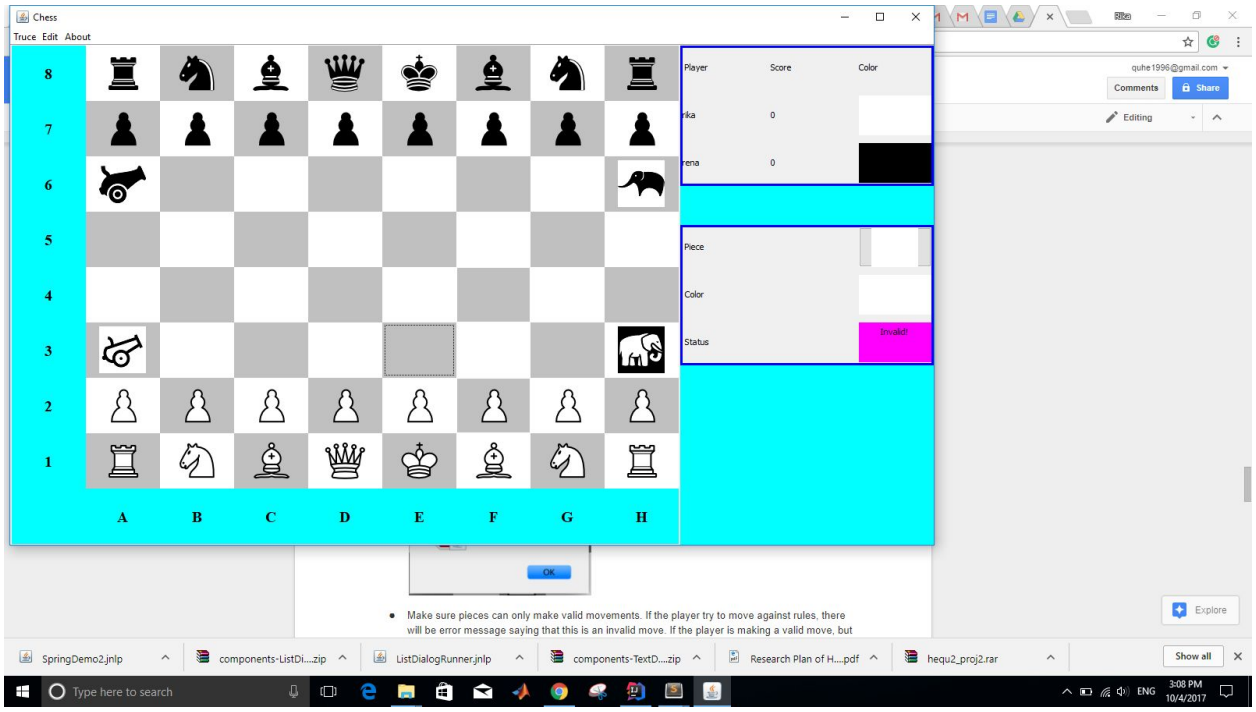
- Click on the Pieces that you want to move and see the background change to indicate that the piece is selected. Green boxes represent possible move locations.



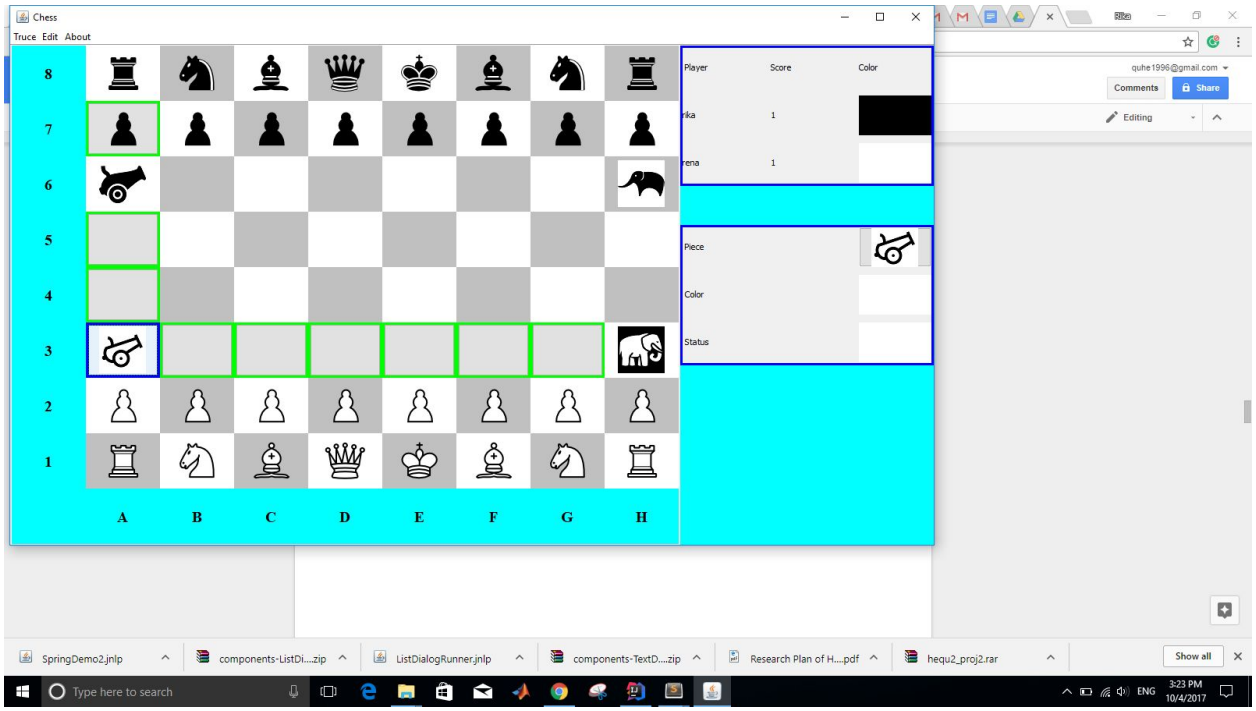
- Click on another valid spot to move the piece.



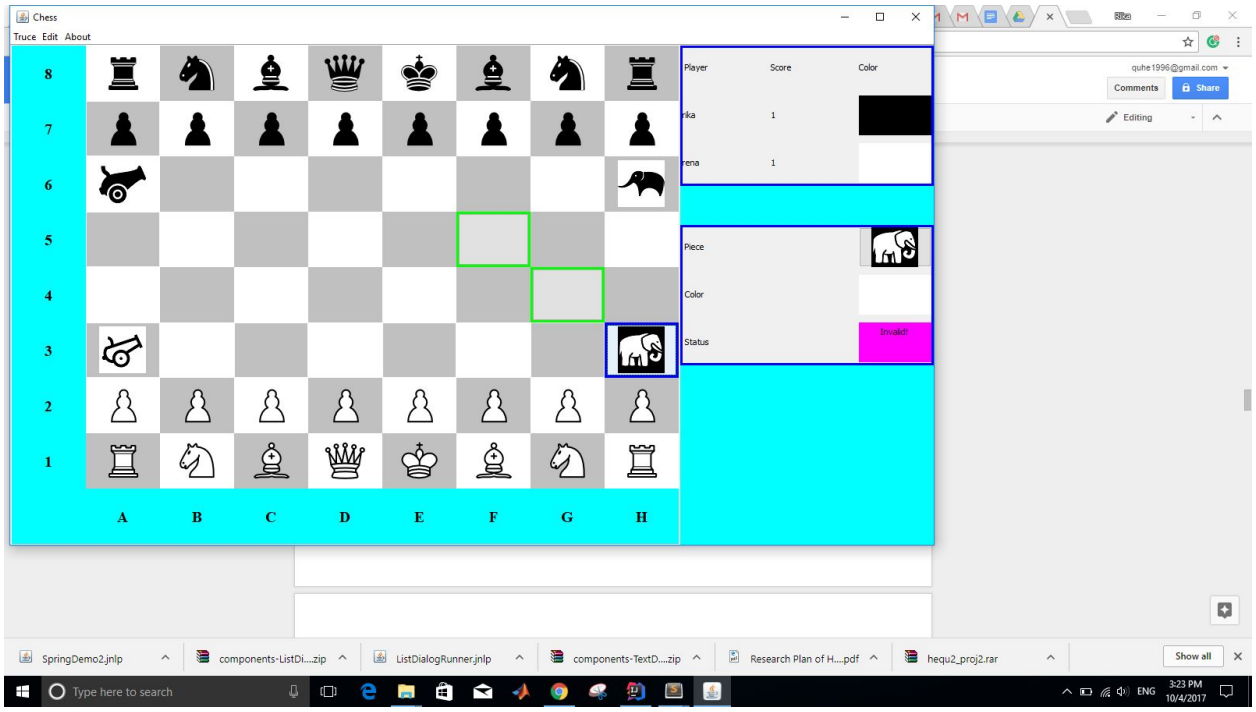
- Click on another Invalid spot to move the piece.



- Test the piece with special ability cannon:

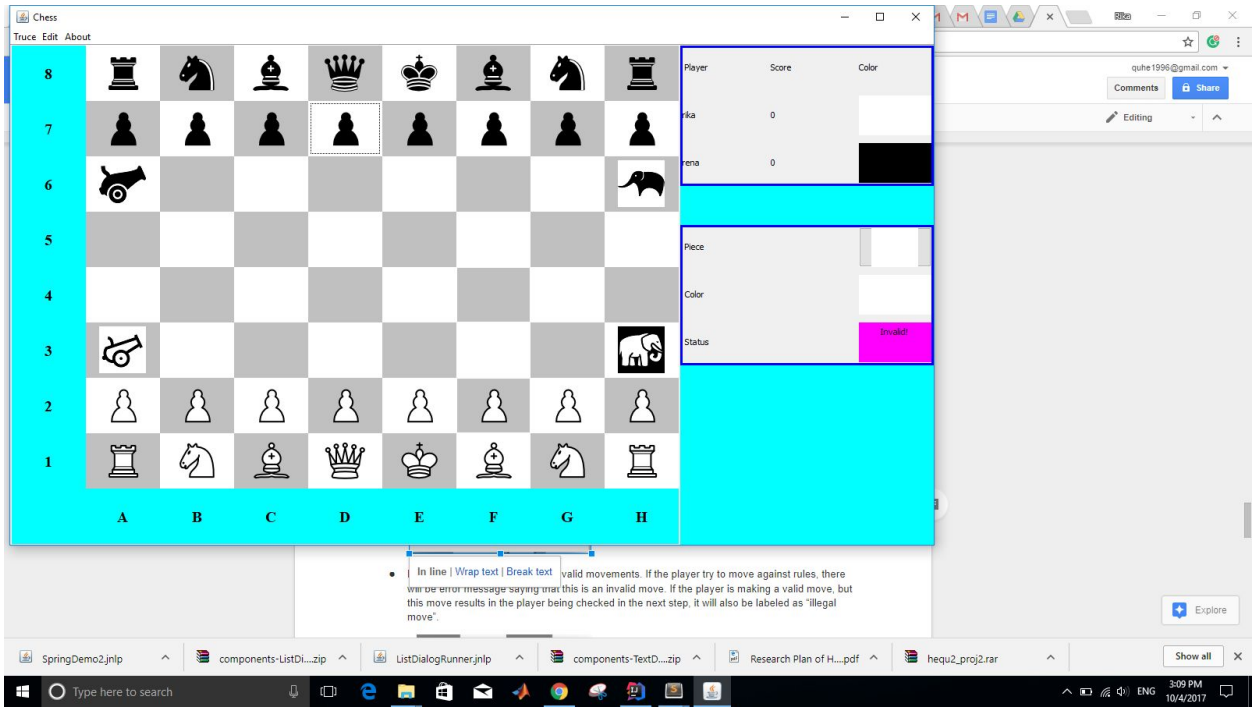


- Test the piece with special ability elephant:

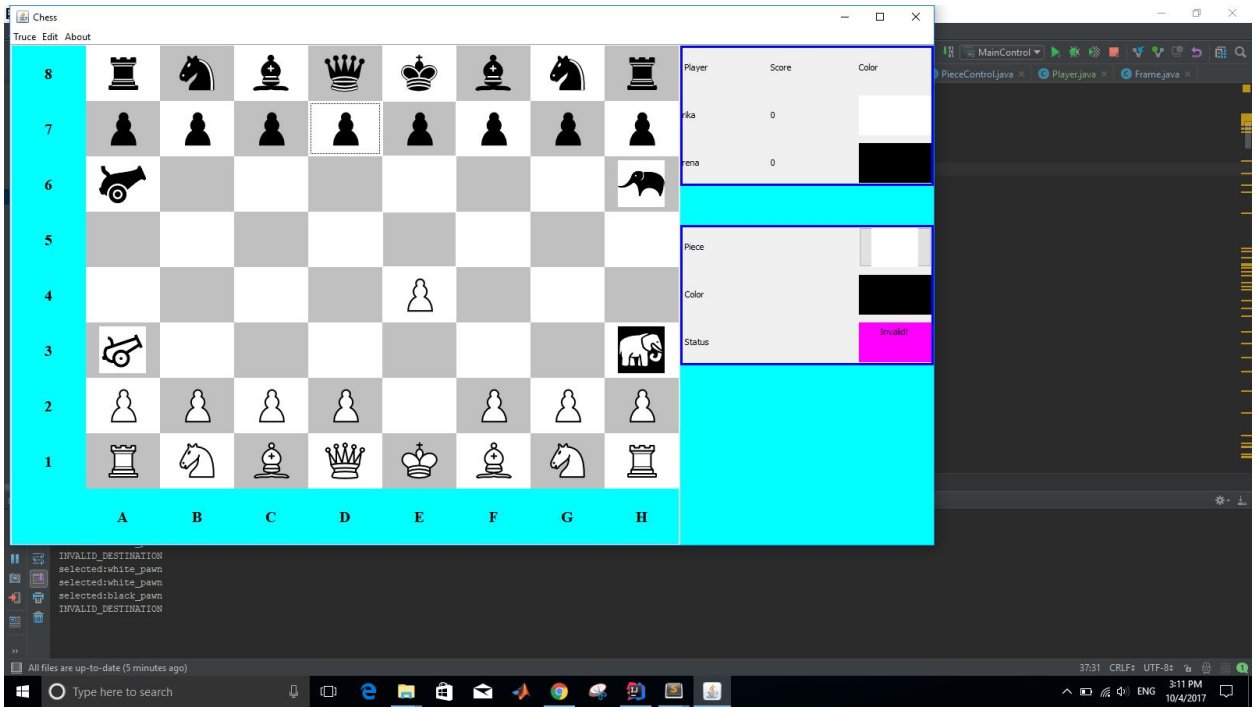


II. Test the Game Logic.

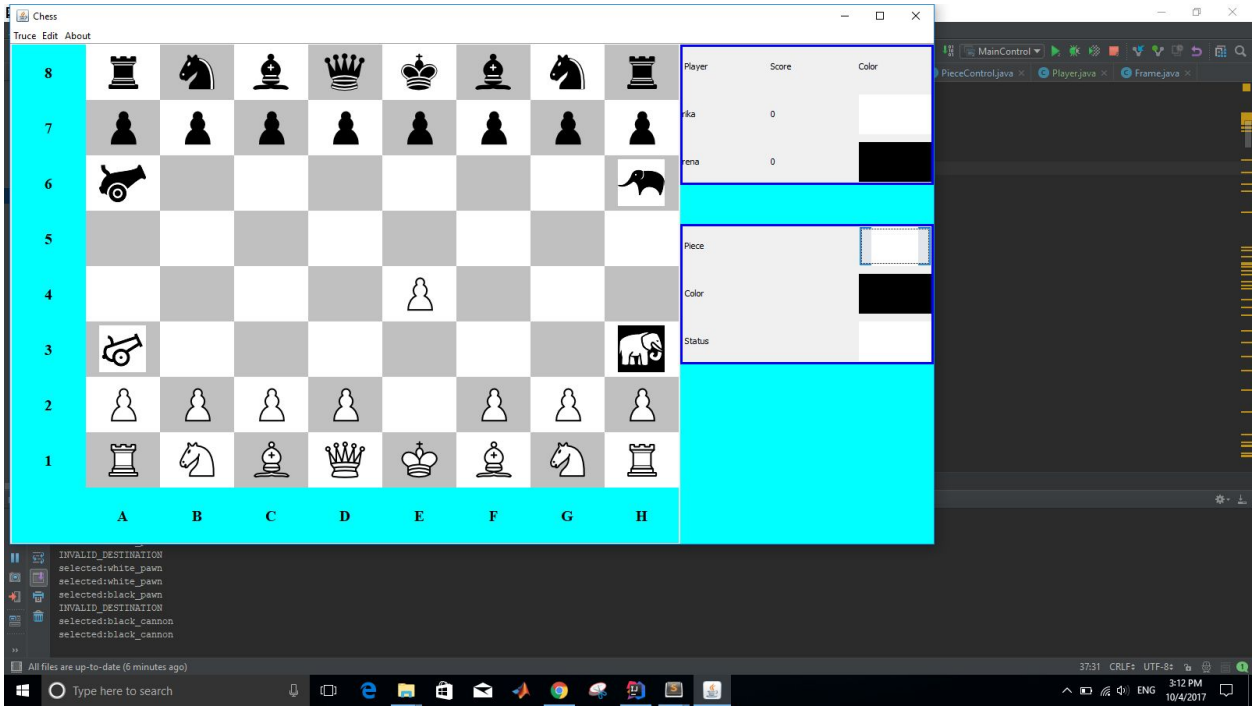
- Make sure players take turn. If a white player in his/her turn tries to select a black piece, or a spot with no piece, Such piece will not be appeared in the selecting box.

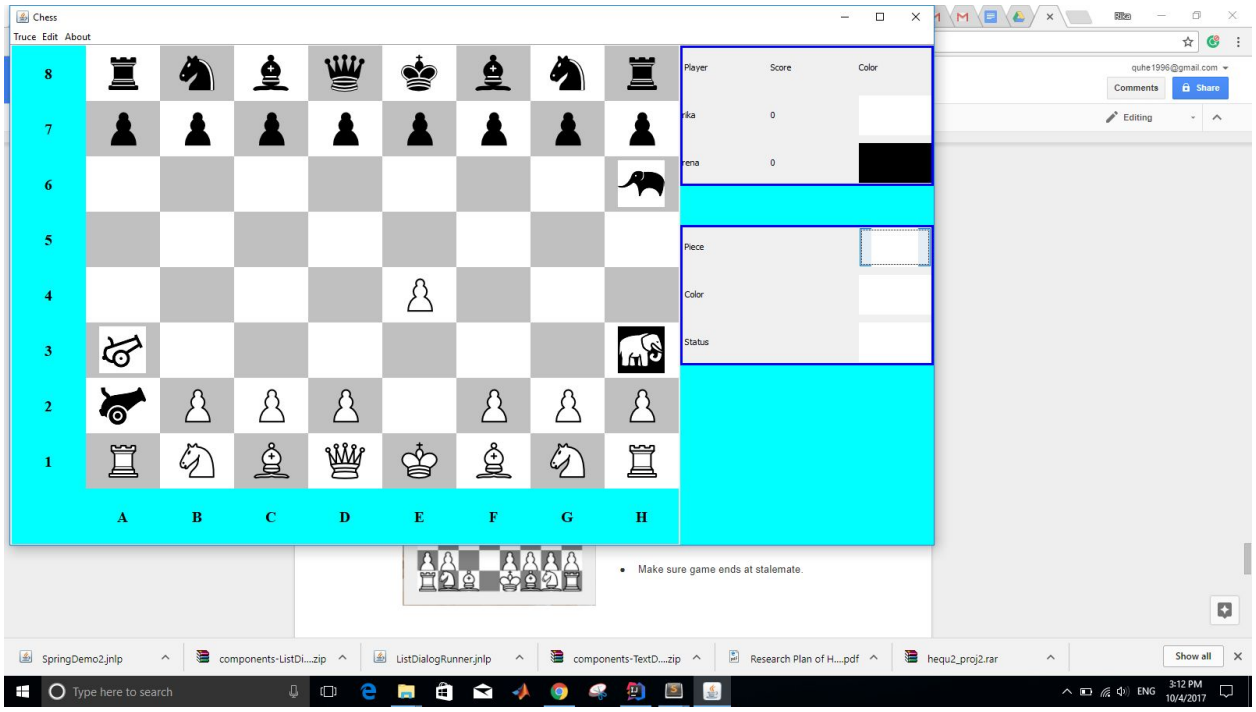


- Make sure pieces can only make valid movements. If the player try to move against rules, there will be error message saying that this is an invalid move. If the player is making a valid move, but this move results in the player being checked in the next step, it will also be labeled as “illegal move”. In such case, the Status box will be turned to red



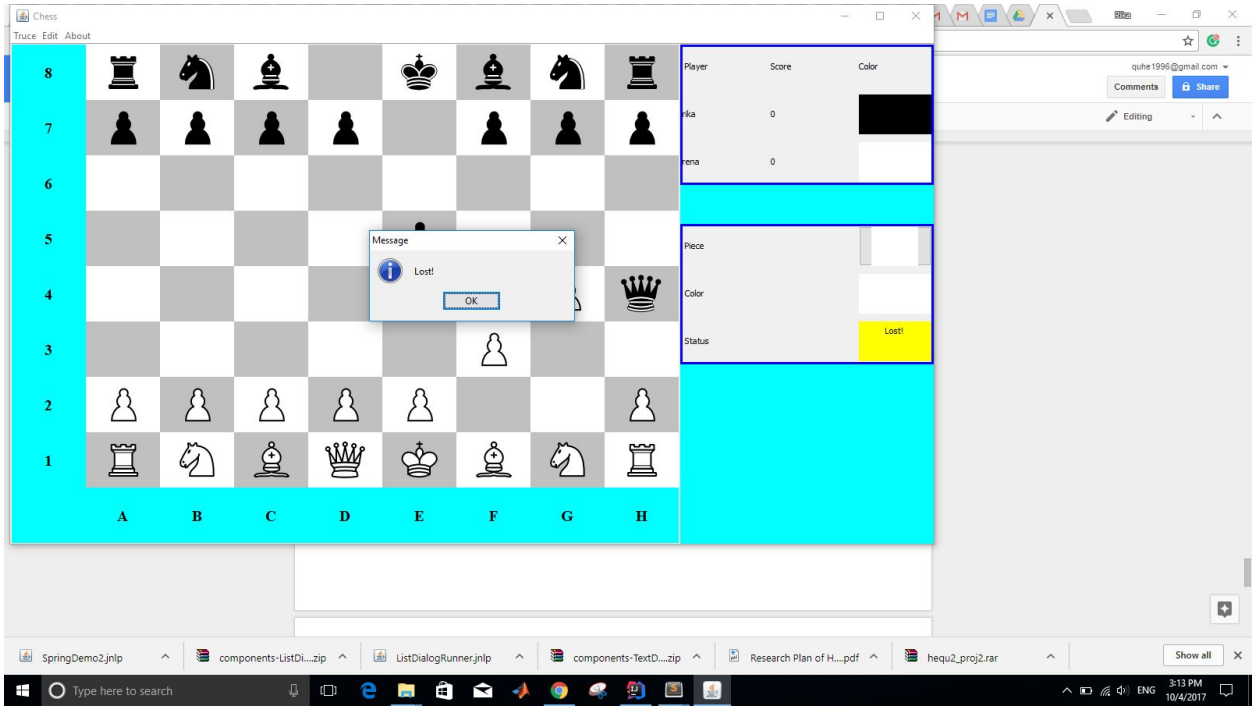
- Test capture. Make sure captured pieces disappear. The piece disappear after being captured by the oponent's pieces.





Step 3: Testing the Ending conditions

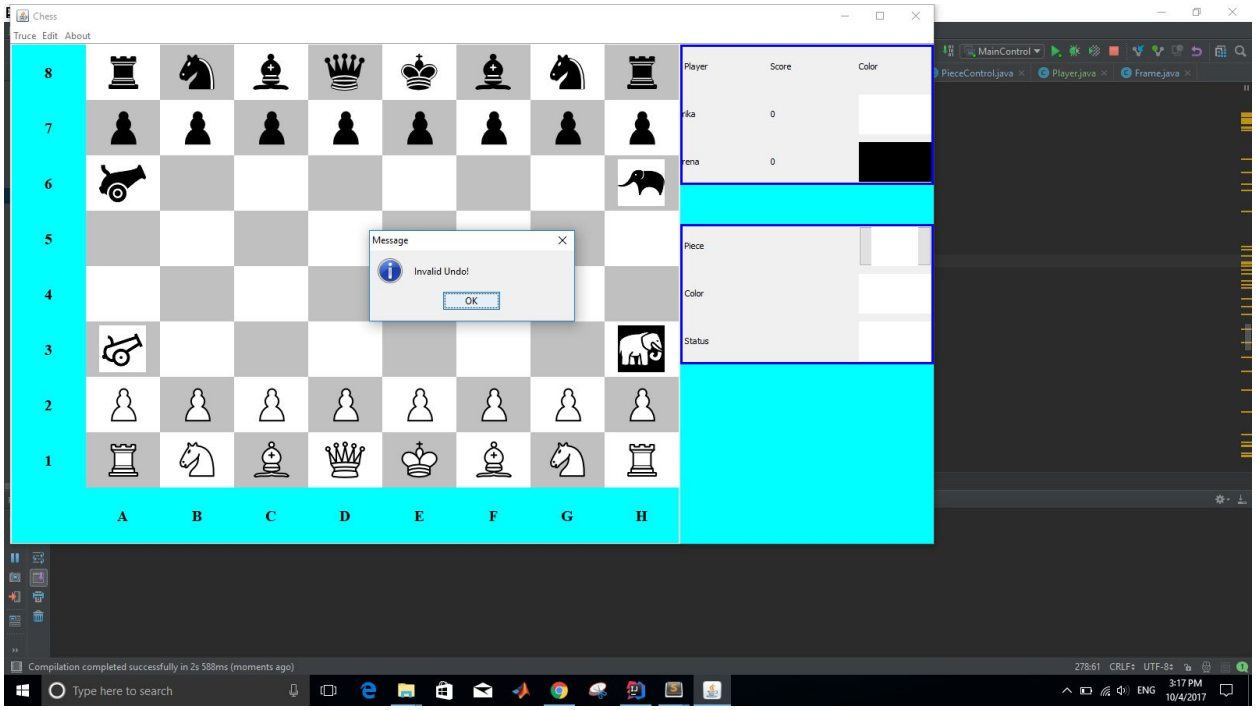
- Make sure game ends at checkmate. The following image is an example of the ending condition. The White Player was checkmated by the black Side, therefore the program declares Player White as the winner.



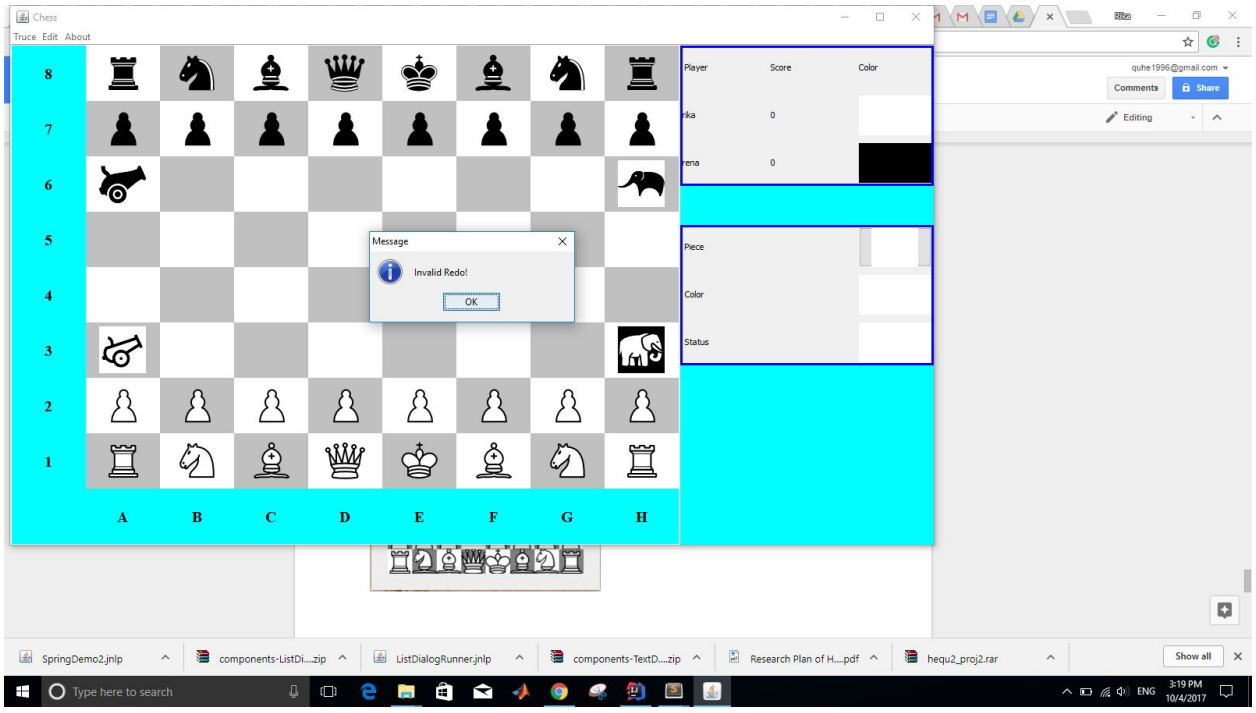
- Make sure game ends at stalemate.

Step 4: Special Functionalities

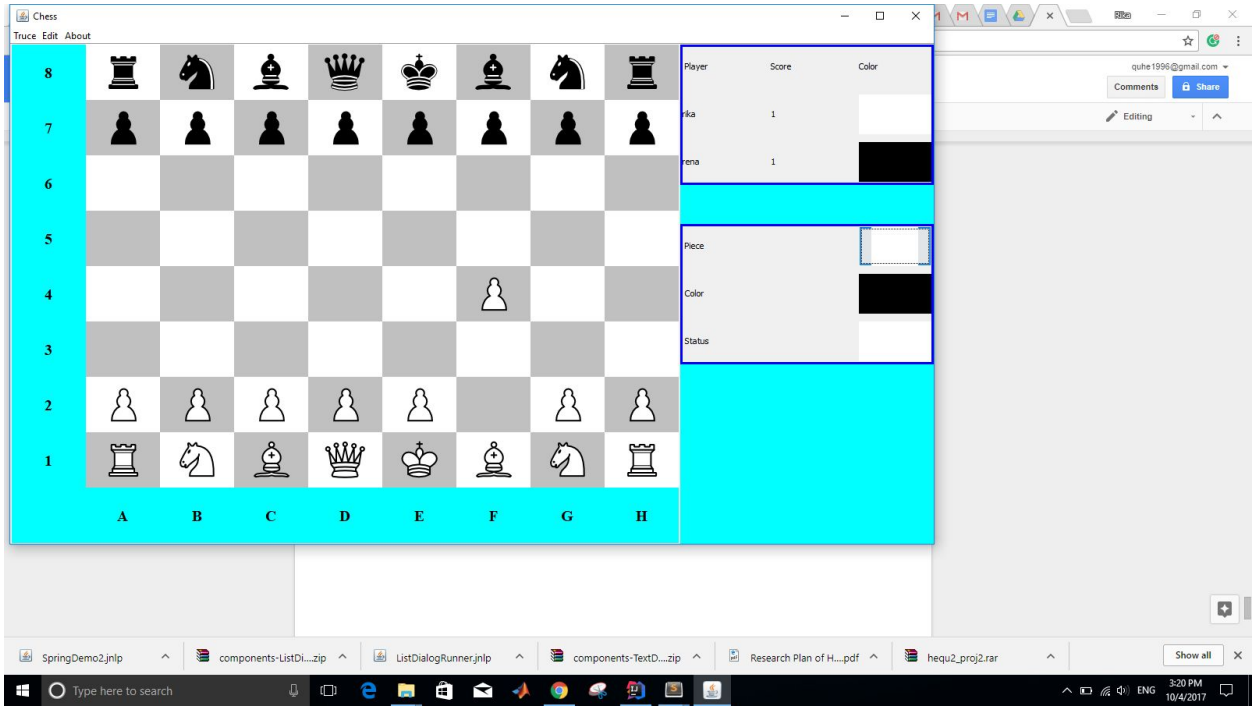
- Test Undo. Undo is tested by making several moves and undo them to see if the board restore to its previous states. Since the states are tracked by vector and stack, we can undo all the way to the beginning of the game. If user click more Undo, error message would declare this as “Invalid Undo”.



- Test Redo. Redo is tested by making several moves and redo them to see if the board restore to its previous states. Since the states are tracked by vector and stack, we can undo all the way to the beginning of the game. If user click more Redo, error message would declare this as “Invalid Redo”.



- Test View Score.,we can view score_board on the left, displaying how many wins, loses and draws for each player at this round of the game.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