

Chess Project Manual Test Plan

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Recognize the nature of this test plan

This test plan is created to test the behavior of all GUI components which can be seen and interacted with by users. This test plan does not intend to test any game logic.

User actions and expected outcomes

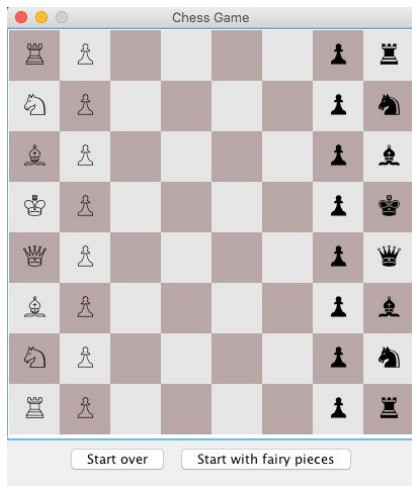
- a. Action: A user starts the app for the first time. Expectation: The user should see every piece stay in its initial location according to the rules of chess. No fairy pieces should be displayed on the board. See image below.



- b. Action: A user clicks any tile with a valid piece. Expectation: The color of the tile should change, so that user knows the piece is selected. See image below.



- c. Action: After selecting a piece, the user click any other tile. Expectation: The selected piece will be deselected, and the tile color resumes to default. See image below.



- d. Action: A user selects a piece, and click another tile which is a valid destination for a move. Expectation: the piece should move to that tile. See image below.



- e. Action: A user clicks "start over" button. Expectation: All pieces should be put back to their initial positions. No fairy pieces should be displayed.



- f. Action: When a user wins the game. Expectation: A message dialog should be displayed. See image below.



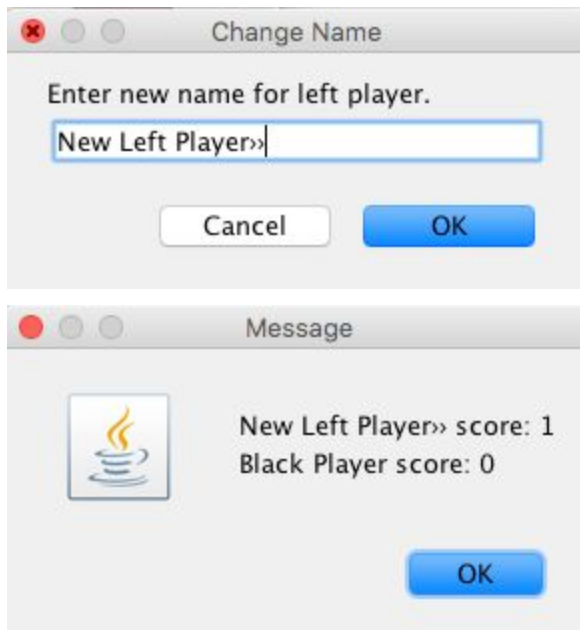
- g. Action: A user clicks “start with fairy pieces” button. Expectation: All pieces should be put back to their initial positions. All fairy pieces should be displayed.



- h. Action: A user's piece is threatening rival's king (in check). Expectation: That piece should be highlighted. See image below



- i. Action: A user choose to change its username through menu bar. Expected: In the menu: "Users->Check Score" user can see updated name.



- j. Action: A user's previous move can be undone by click "Users->Undo". Expected: previous move can be undone. If there is no previous move, nothing should happen.