

Software Engineering Group Project - Test Report

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SY23 3DB

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Test Ref	Test Content	Result (Pass/Fail)	Explanation
SE-F-001	Test whether the starting screen pops up correctly or functions properly	Pass	
SE-F-002	Check whether new game works properly	Pass	
SE-F-003	Check whether 'Load Unfinished Game' works properly by using previously played games saved in the log files	Pass	
SE-F-004	Check whether 'View Finished Game' works properly	Pass	
SE-F-005	Check whether the players entered their names after being prompted	Pass	
SE-F-006	Check whether name counts exceed 32 characters	Pass	
SE-F-007	Check whether name characters contain special characters	Pass	

SE-F-008	Check whether blank names which where no characters are entered	Pass	
SE-F-009	Check whether White side player's name(Tony) is at the bottom, whilst Black side player's name(Sam) is at the top	Pass	
SE-F-010	Both players names, pieces and colour is tracked correctly	Pass	
SE-F-011	Detects any Pawn Pieces where they have reached the farthest rank from its original position and their promotion is mandatory while having the ability to promote to a Queen, Knight, Bishop or Rook Piece	Pass	
SE-F-012	Tutor keeps track of starting player as in white side	Pass	
SE-F-013	Tutor keeps track of current player and shows visually whos turn it is	Pass	

SE-F-014	Unambiguous board representation	Pass	
SE-F-015	Can only make one move per turn	Pass	
SE-F-016	Only current player can move their own pieces	Pass	
SE-F-017	Current player cannot move opponent's pieces	Pass	
SE-F-018	Check if piece reselection works	Pass	
SE-F-019	Check if piece selection works when the piece is pinned	Pass	
SE-F-020	Check if piece selection works when the piece is in check	Pass	
SE-F-021	Check if piece reselection works when the piece is available to move	Pass	
SE-F-022	Check whether Pawn Pieces are moving legally in one step	Pass	
SE-F-023	Check whether Pawn Pieces are moving legally in two steps	Pass	

SE-F-024	Test functionality of Pawn Pieces for capturing pieces	Pass	
SE-F-025	Test Pawn Pieces applying En Passant rule which only occurs when a pawn captures a horizontally adjacent enemy pawn piece that made an initial two square advance	Pass	
SE-F-026	Check if players intend to move Pawn Pieces into restricted spaces	Pass	
SE-F-027	Check whether Bishop Pieces are moving legally	Pass	
SE-F-028	Test functionality of Bishop Pieces for capturing enemy pieces	Pass	
SE-F-029	Test functionality of Bishop making illegal move	Pass	
SE-F-030	Check whether Knight Pieces are moving legally horizontally	Pass	

SE-F-031	Check whether Knight Pieces are moving legally on vertically	Pass	
SE-F-032	Test functionality of Knight Pieces for capturing enemy pieces vertically	Pass	
SE-F-033	Test functionality of Knight Pieces for capturing enemy pieces on the horizontally	Pass	
SE-F-034	Test functionality of knight piece making illegal move	Pass	
SE-F-035	Check whether Rook Pieces are moving legally as in vertically	Pass	
SE-F-036	Check whether Rook Pieces are moving legally as in horizontally	Pass	
SE-F-037	Test functionality of Rook Pieces for capturing enemy pieces vertically	Pass	
SE-F-038	Test functionality of Rook Pieces for capturing enemy pieces horizontally	Pass	

SE-F-039	Test functionality of rook moving illegally	Pass	
SE-F-040	Check whether Queen Piece is moving legally	Pass	
SE-F-041	Test functionality of Queen Piece for capturing enemy pieces	Pass	
SE-F-042	Test functionality of queen piece making illegal move	Pass	
SE-F-043	Check whether King Piece is moving legally	Pass	
SE-F-044	Test functionality of King Piece for capturing enemy pieces	Pass	
SE-F-045	Test functionality of king piece moving illegally	Pass	
SE-F-046	Test functionality of king piece moving itself into check	Pass	
SE-F-047	Test functionality of kingside castling when allowed	Pass	
SE-F-048	Test functionality of queenside castle when allowed	Pass	

SE-F-049	Test functionality of kingside castle when not allowed because king or rook previously moved	Pass	
SE-F-050	Test functionality of queenside castle when not allowed because king or rook previously moved.	Pass	
SE-F-051	Test functionality of kingside castle when not allowed because there are pieces in the way	Pass	
SE-F-052	Test functionality of queenside castle when not allowed because there are pieces in the way	Pass	
SE-F-053	Test functionality of attempting to castle when in check	Fail	Player is allowed to castle when in check to move out of check which shouldn't be allowed.
SE-F-054	Test functionality of attempting to castle through check	Fail	Player is allowed to castle when an opponent's piece is covering the path the king would castle through.
SE-F-055	Test functionality of Pawn Pieces which are eligible for promotion	Pass	

SE-F-056	Test error condition if piece is moved off the board	Pass	
SE-F-057	Tutor detects whether a player's king is currently in the checked state	Pass	
SE-F-058	Promoted pieces function correctly when putting opposing king in check	Pass	
SE-F-059	Tutor detects whether a players king is in the state of checkmate	Pass	
SE-F-060	Tutor detects whether checkmate is avoidable by moving piece to block check	Pass	
SE-F-061	Tutor detects whether checkmate is avoidable by moving piece to capture attacking piece	Pass	
SE-F-062	Tutor detects whether checkmate is avoidable by moving king out of checkmate	Pass	

SE-F-063	Tutor detects whether the player's king is in the state of checkmate	Pass	
SE-F-064	Checkmate	Pass	
SE-F-065	Resign	Pass	
SE-F-066	Agree to finish (Offer Draw)	Pass	
SE-F-067	Disagree to finish (Offer Draw)	Pass	
SE-F-068	Resign the game after game is won (checkmate)	Pass	
SE-F-069	Game quit	Pass	
SE-F-070	Exit game without saving	Pass	
SE-F-071	Exit game without quitting	Pass	
SE-F-072	Game replay	Pass	
SE-F-073	Replay step forward	Pass	
SE-F-074	Replay step backwards	Pass	
SE-F-075	Replaying invalid step forward	Pass	
SE-F-076	Replaying invalid step backwards	Pass	

SE-F-077	Attempt to replay game when there is nothing to replay	Pass	
SE-F-078	Game saved while playing	Pass	
SE-F-079	Game reloaded	Pass	
SE-F-080	Save name cannot exceed 32 characters	Pass	
SE-F-081	Save name cannot have special characters	Pass	
SE-F-082	Test whether back button works in main menu and in game	Pass	