Test Ref	Req being tested	Test Content	Input	Output	Pass Criteria
SE-F-001	FR1	Check whether new game works properly	Click 'New game'	New game is started	New game is started
SE-F-002	FR1	Check whether 'Restore previous game' works properly	Click 'Restore previous game'	Previous game is restored	Previous game is restored successfully
SE-F-003	FR2	Both players names, pieces and colour is tracked correctly	Make a moves	Updated board	The players name should match the pieces and colour
SE-F-004	FR3	Tutor keeps track of current player and shows visually whos turn it is	New turn	Changed turn	Changes turn and has a visual to show whos turn it is
SE-F-005	FR3	Unambiguous board representation	New game and move a piece	Board clearly displayed	Unambiguous board and pieces represented
SE-F-006	FR4	Only current player can move there pieces	Move piece from other player and current player	Players moving pieces	Only current player can move there coloured pieces
SE-F-007	FR5	Check whether Pawn Pieces are moving legally	Clicking on Pawn Pieces To only move vertically one or two steps	Pawn Pieces should only move one or at most two steps	Pawn Pieces moved correctly
SE-F-008	FR5	Check whether Bishop Pieces are moving legally	Clicking on Bishop Pieces to only move diagonally as many steps as desired	Bishop Pieces should only move diagonally	Bishop Pieces moved correctly
SE-F-009	FR5	Check whether Knight Pieces are moving legally	Clicking on Knight Pieces to only move one space left or right horizontality and then two spaces up or down vertically	Knight Pieces should only move as in a 'L shape'	Knight Pieces moved correctly
SE-F-010	FR5	Check whether Knight Pieces are moving legally	Clicking on Knight Pieces to only move two spaces left or right horizontality and then one space up or down vertically	Knight Pieces should only move as in a 'L shape'	Knight Pieces moved correctly

SE-F-011	FR5	Check whether Rook Pieces are moving legally	Clicking on Rook Pieces to only move vertically for as far as desired	Rook Pieces Should only move vertically as in a straight line	Rook Pieces moved correctly
SE-F-012	FR5	Check whether Queen Piece is moving legally	Clicking on Queen Piece to move in any directions and any distance as in vertically, horizontally and diagonally	Queen Pieces could move into any space desired	Queen Piece moved correctly
SE-F-013	FR5	Check whether King Piece is moving legally	Clicking on King Piece to only move one space in any direction	King Piece should only move one space in any direction	King Piece moved correctly
SE-F-014	FR6	Tutor detects whether if the opponent's king is currently in the checked state	Display on the board instantly when it met requirements	Display opponent's king with a colour to indicate it as in a checked state	The player is indicated that the opponent's king is in check
SE-F-015	FR7	Tutor detects whether if the opponent's king is in the state of checkmate	Display on the board instantly when it met requirements	Display opponent's king with a colour which indicates that it is in checkmate and the player has won the game	The player is indicated that the opponent's king is in checkmate
SE-F-016	FR8	Checkmate	One player is checkmated	Game finishes	Game ends and players asked if they want to save the game
SE-F-017	FR8	Resign	One player has resigned the game	Game finishes as one player has resigned	Game ends and players asked if they want to save the game
SE-F-018	FR8	Agree to finish (Draw)	Both players agreed to end the game	Game finished	Game ends and players asked if they want to save the game
SE-F-019	FR9	Game quit	One player quits game	Game finishes with save prompt	Game closes and players asked if they want to save the game
SE-F-020	FR10	Game replay	Player clicks replay game	Game runs through in replay mode	Players can go forward or back in the replay

SE-F-021	FR11	Game saved while playing	Move made	Game is saved to a file to later be either restored or replayed	If program crashes the game can be restored. If game is saved it can be replayed