| 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 |