Testing Log for Chess Project

The purpose of this document is to keep track of all the testing (manual or via a test suite) that you’ve performed on your chess game to ensure it works correctly. Use the below grid as you go to record each thing you tested. You should be sure to test all functions as fully as possible!

Manual Tests:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name of function you’re testing | Action taken | Expected Response | Pass/Fail | Screen shot |
| Board constructor | Press “start” button | A board is displayed on the screen with a white square in the top left corner and a checkerboard pattern across the rest of the 8 rows/columns. | pass |  |
| moving | Drag and drop the piece to an empty square | Piece should stay in the box it is dragged to if it is a legal chess move, and should not appear in the box it moved from. | pass |  |
| Taking opponent piece | Drag and drop the piece to a square occupied by a piece of the other color | Piece should takeover the spot occupied by the other piece if it is a legal chess move | pass |  |
| Taking same color piece | Drag and drop the piece to a square occupied by a piece of your color | Piece should move back to the original spot. | pass |  |
| Move 2x in a row | Drag the piece to another spot after making a move. | Should not do anything | pass |  |
| Move out of bounds | Piece is dragged and dropped out of bounds | Piece should move back to original spot. | pass |  |
|  |  |  |  |  |