Equivalence Partition for Check Method

Partition ID	Input Variable	Valid Partition	Invalid Partition
1	Game	Any valid game object	A string

Test Cases for Check Method

Test ID	Test Inputs	Expected Output	Partition ID Covered
1	Game in check	True	1
2	Game not in check	False	1

Equivalence Partition for makeMove Method

Partition ID	Input Variable	Valid Partition	Invalid Partition
1	Game	Any valid game object	A string
2	Move	Any valid move object	An integer

Test Cases for makeMove Method

Test ID	Test Inputs	Expected Output	Partition ID Covered
1	A valid Game and a possible Move from that game.	Updated Game with the valid Move having been performed.	1,2

Equivalence Partition for getMoves Method

Partition ID	Input Variable	Valid Partition	Invalid Partition
1	Game	Any valid Game object.	A boolean

Test Cases for getMoves Method

Test ID	Test Inputs	Expected Output	Partition ID Covered
1	A valid Game	A linked list containing all possible moves for each piece on the board	1

Equivalence Partition for getCheckMoves Method

Partition ID	Input Variable	Valid Partition	Invalid Partition

1	Game	Any valid Game object	An integer

Test Cases for getCheckMoves Method

Test ID	Test Inputs	Expected Output	Partition ID Covered
1	A valid Game	A linked list containing all possible moves while player is in check	1