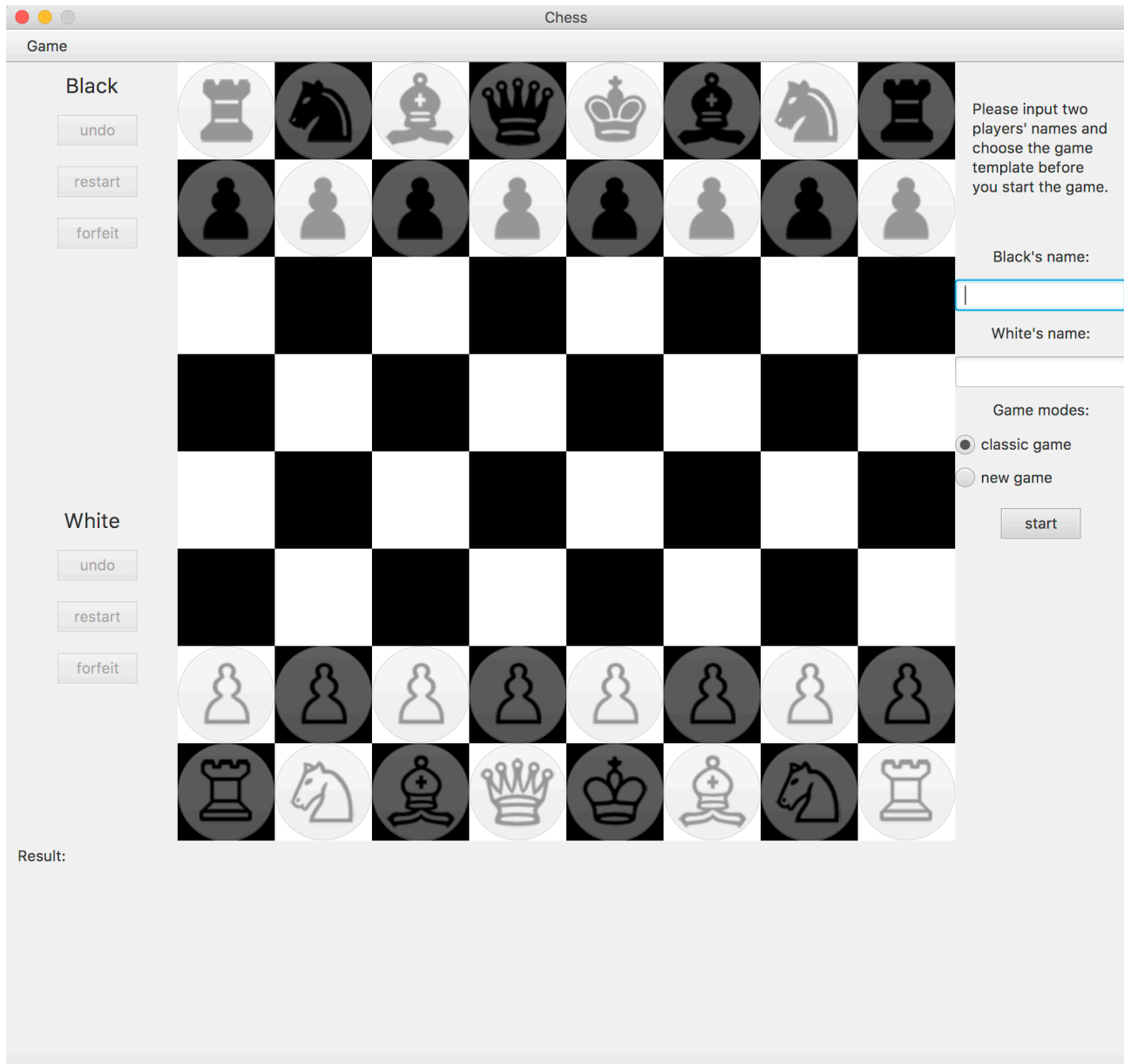
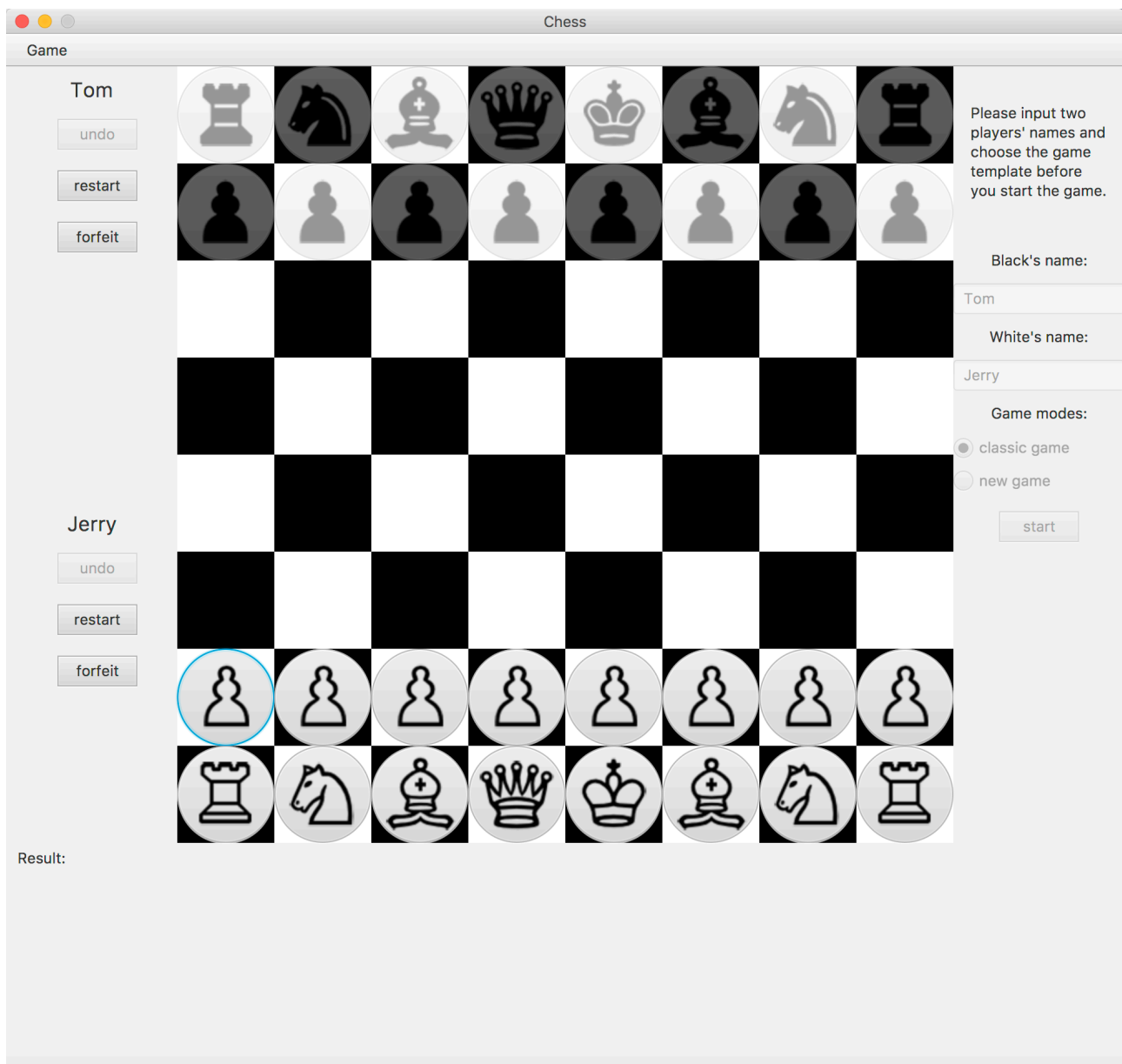


GUI Manual Test Plan

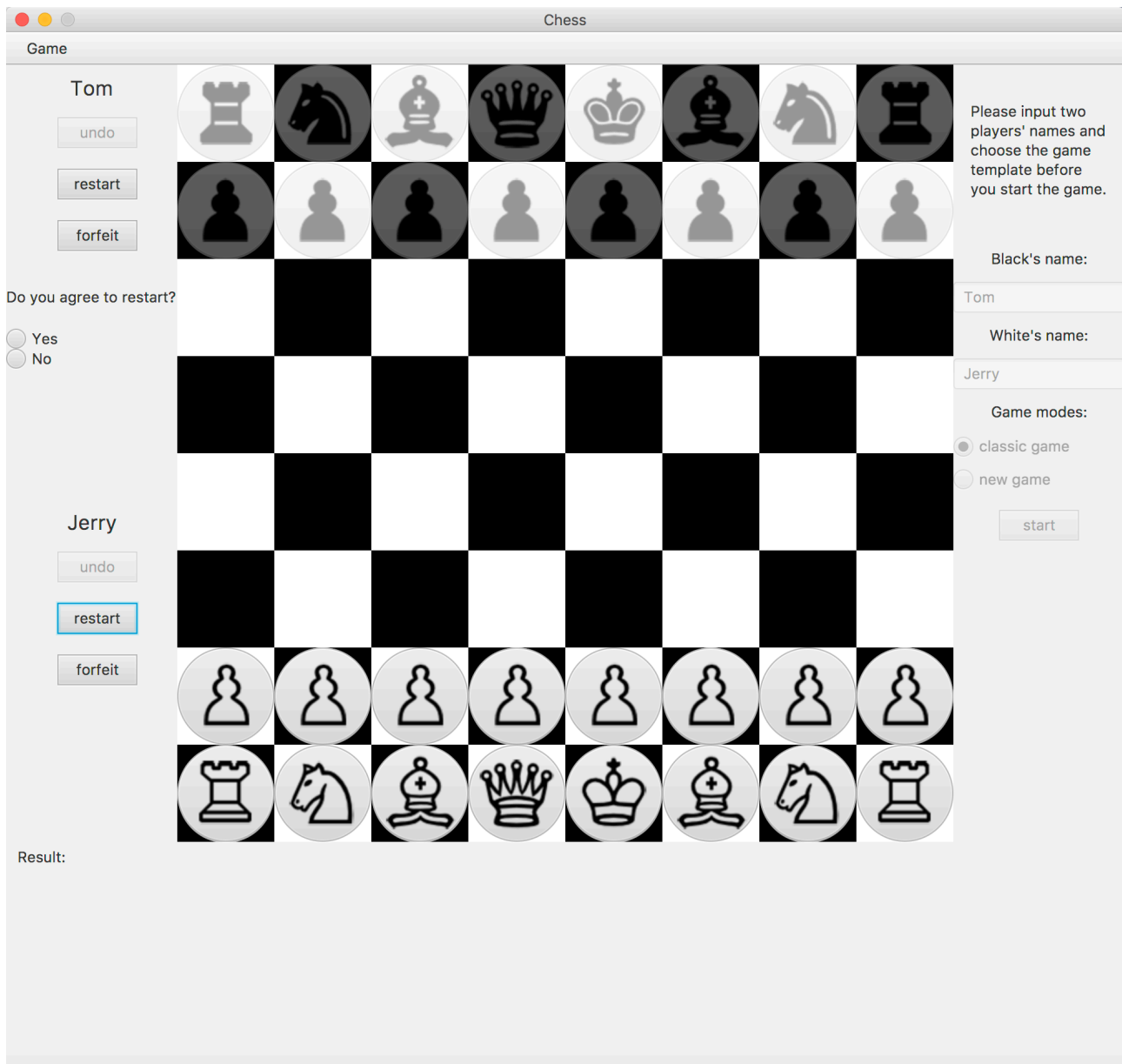
Step 1. Run the program. Observe the chess board and positions of all pieces.



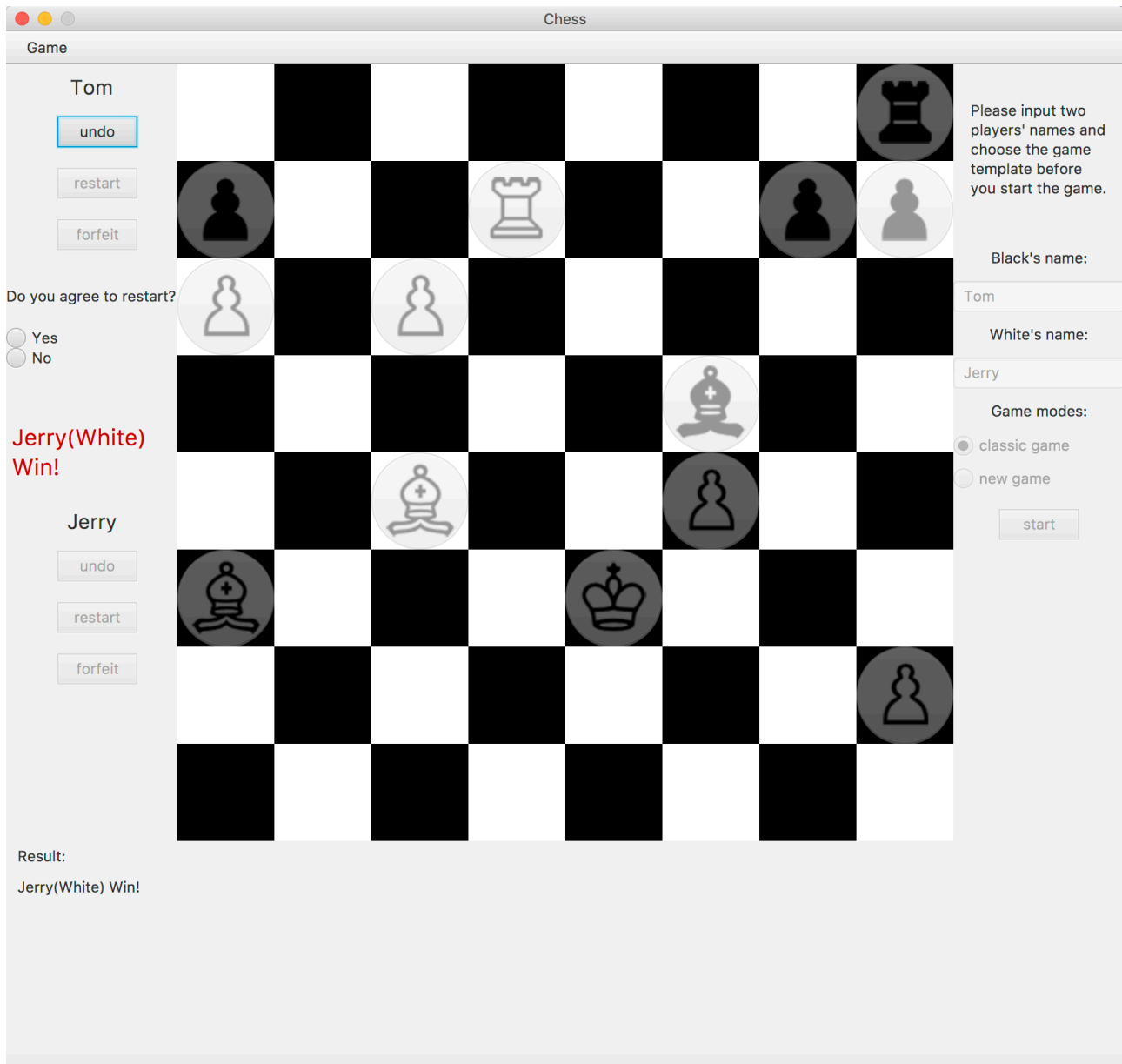
Step 2. Input Black's name and white's name and then click the start button.



Step 3. White goes first, and then black goes. Both of them can undo, restart and surrender by clicking the buttons on the left.



Step 4. Start the chess game until one wins (checkmate) or draw (stalemate). Program will display the game result on the left and record it on the bottom.



Step 5. When one game is over, click the button Game on the top toolbar and choose start. This will reset the chess board and start a new game.

