

TestChess

Below are lists of sample tests we used to manually test our chess game.

Test promotion (and graveyard count)

Move d 7 d 5

Move d 2 d 3

Move d 5 d 4

move c 2 c 4

move d 8 d 7

move c 4 c 5

Move d 7 e 6

Move e 2 e 3

move d 4 e 3

move d 1 b 3

move e 3 f 2

move e 1 d 2

move f 2 g 1 (Finish moving pawn across the board)

Make queen (**Tested promotion of other ranks here**, ie. Cannot promote to king/pawn/dinosaur/etc., but can promote to rook/bishop/knight)

Test castling

Long castle: white

Move b 8 c 6

move h 2 h 3

Move d 7 d 6

Move h 3 h 4

Move c 8 f 5

move h 4 h 5

move d 8 d 7

move h 5 h 6

Castle a 8 e 8 (**valid castle**)

Move b 8 c 6

move h 2 h 3

Move d 7 d 6

Move h 3 h 4

Move c 8 f 5

move h 4 h 5

move d 8 d 7

move h 5 h 6
move e 8 d 8
move g 2 g 3
Move d 8 e 8
Move g 3 g 4
Castle a 8 e 8 (**invalid castle:** king is_first_move is false)

castle a 8 e 8 (**invalid castle:** pieces in between)

Short castle: white

move g 8 h 6
move g 2 g 3
move e 7 e 5
move g 3 g 4
move f 8 a 3
move g 4 g 5
castle e 8 h 8 (**valid castle**)

Test en passant

move e 7 e 5
move a 2 a 3
move e 5 e 4
move d 2 d 4
move e 4 d 3

Test check

move e 7 e 5
move g 1 f 3
move e 5 e 4
move f 3 d 4
Move e 4 e 3
Move d 4 f 5
Move e 3 f 2 (**Should be in check:** Check that pawn is_check is correct direction)
Move f 5 d 6 (**Should not work:** check that you can't get out of check with double check)

move e 7 e 5
move g 1 f 3
move e 5 e 4
move f 3 d 4
Move e 4 e 3
Move d 4 f 5

Move e 3 f 2 (**Should be in check**)

Move e 1 f 2 (**Get out of check**)

Move e 8 e 7 (**Should not work:** moving into check)

Move e 7 e 5

Move f 2 f 4

Move d 8 g 5

Move e 2 e 3

move g 5 g 3 (**Should be in check**)

Test checkmate

move e 7 e 5

move f 2 f 3

move g 8 f 6

move h 2 h 3

move f 6 e 4

move f 3 f 4

move d 8 h 4 (**Should be in check:** can block check, so not checkmate yet)

Move g 2 g 3 (**Block check**)

Move h 4 g 3 (**Should be in checkmate**)