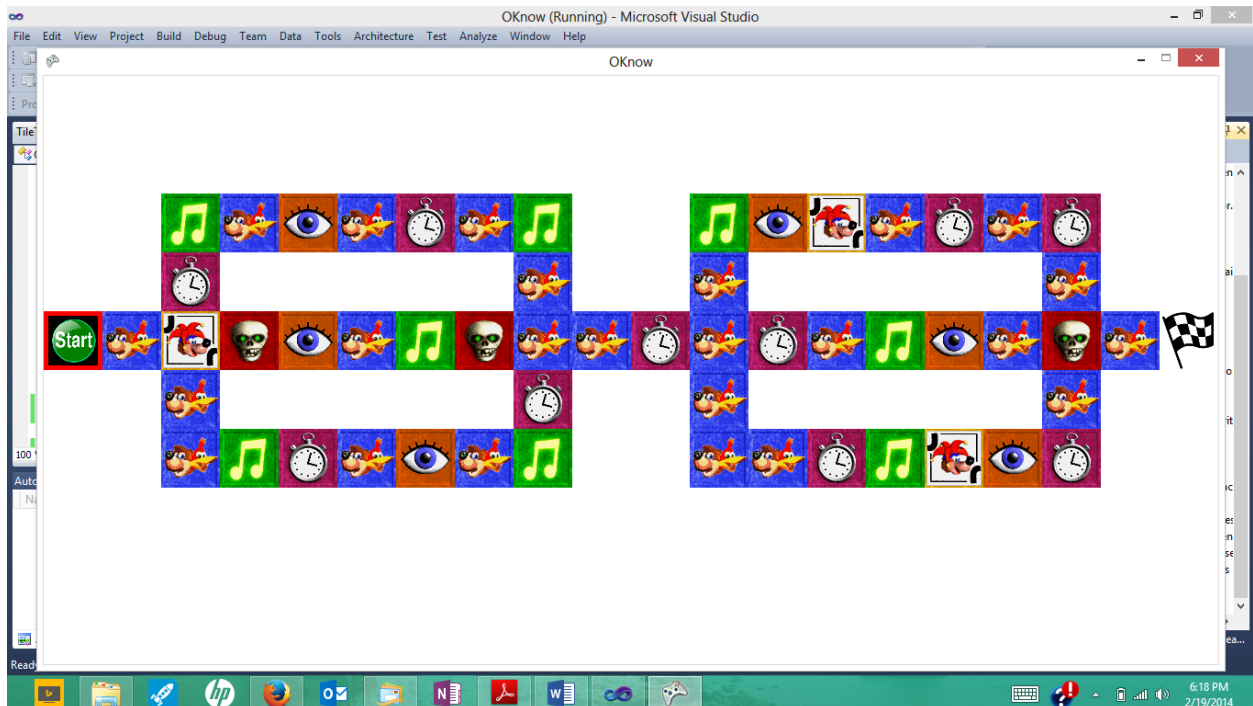


User Story 2: Player Movement

Test: Check if player can be moved from tile to tile.

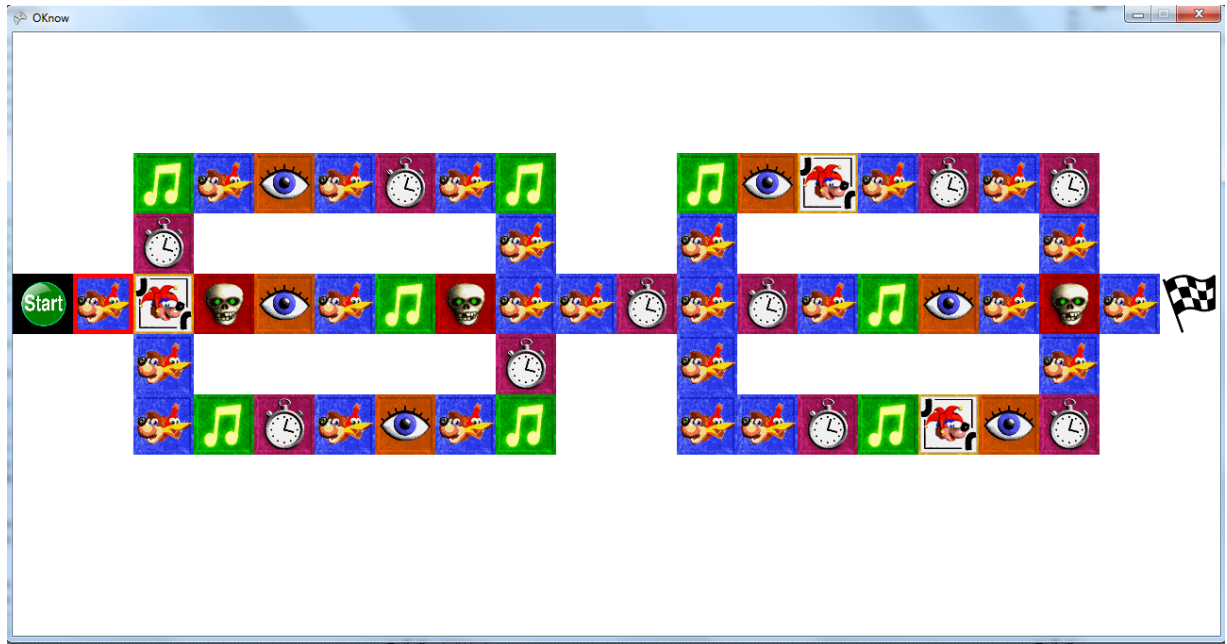
1: Start the application and assert correct initial configuration.

Run the project in Visual Studio, look at the game screen, and see if the tiles match up with the image below. Assert that the player is on the start tile at the left of the board. This is signified by the red rectangle bordering the tile.



2: Check valid player movement

Click on adjacent tile and assert that player moves from start to the tile that was clicked. Assert that the start tile no longer has a red rectangle bordering it. Assert that the tile that was clicked now has a red rectangle bordering it. See image below for correct board configuration after clicking on the adjacent tile.



3. Check that invalid player movement is not allowed

Click on a tile that is not adjacent to the tile that the player is currently on. Assert that the red rectangle around the tile that the player is currently on stays there when the invalid tile is clicked. Assert that no red rectangle appears on the invalid tile that was just clicked.

If all of these situations are verified, the manual test is complete.