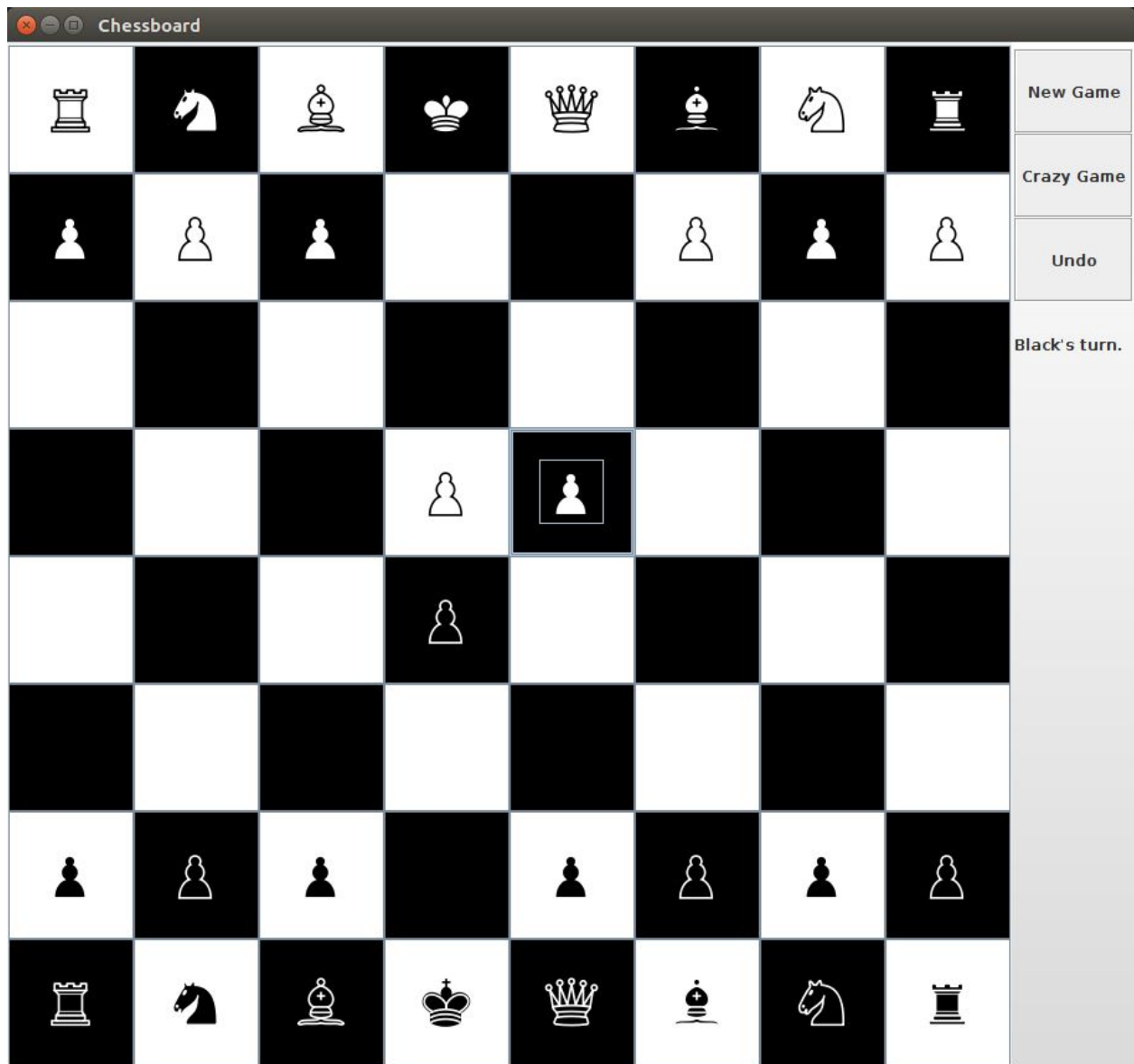
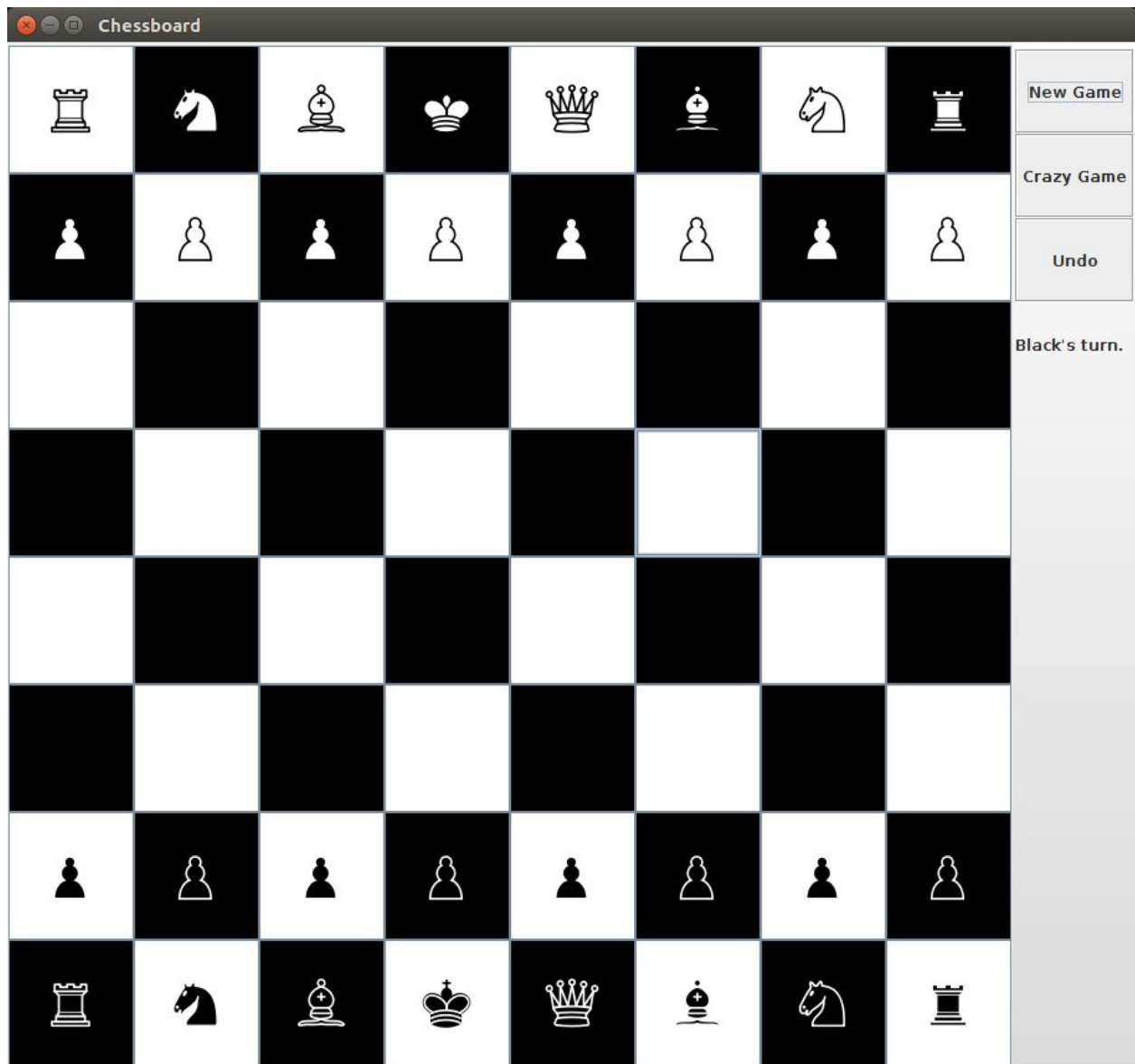


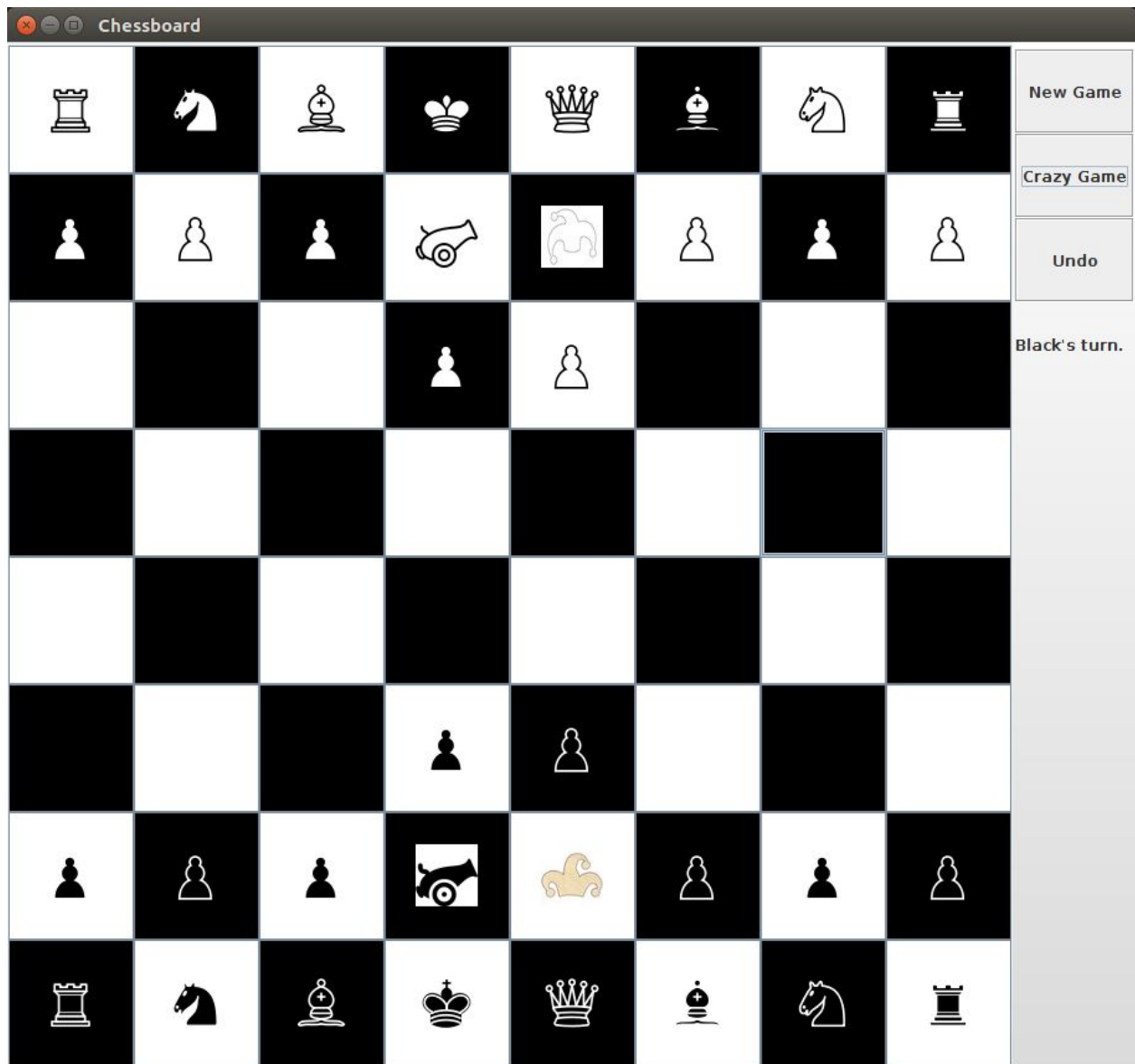
## Test Plans

### 0. Test New Game Works





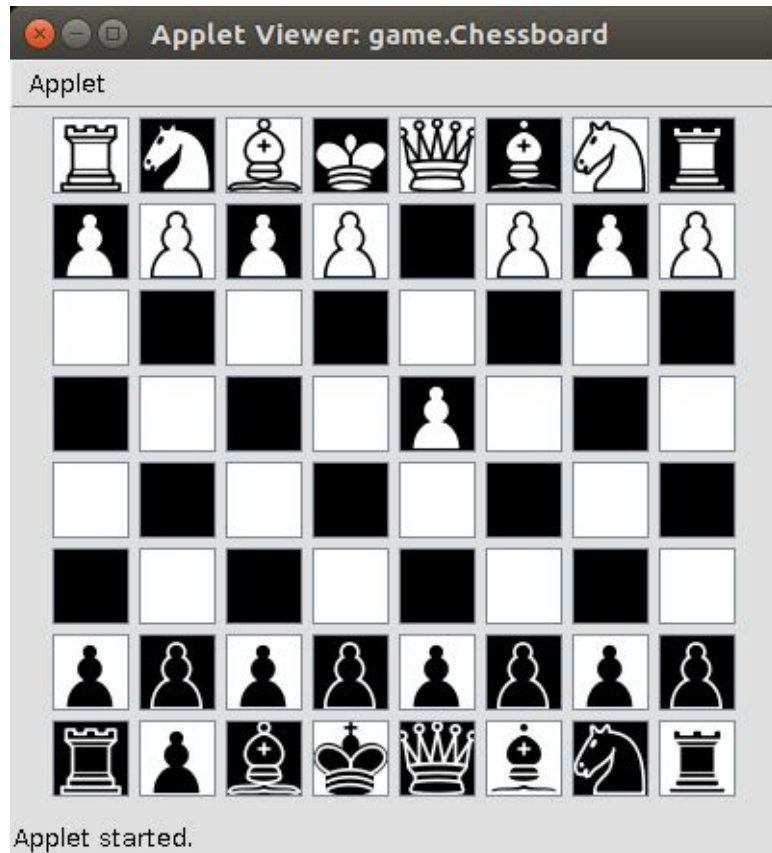
0.1  
Test Crazy Game Works



1. Make sure the pieces are set up correctly



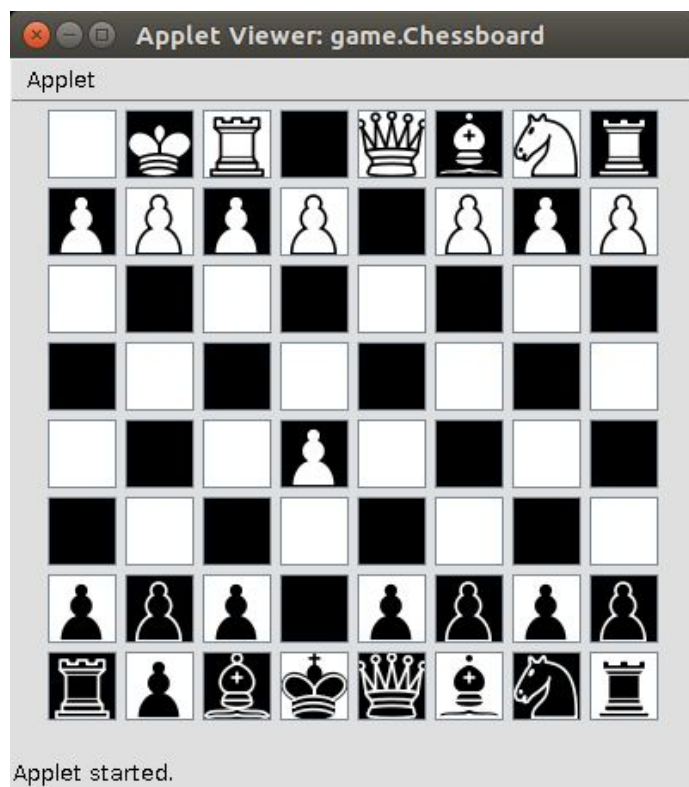
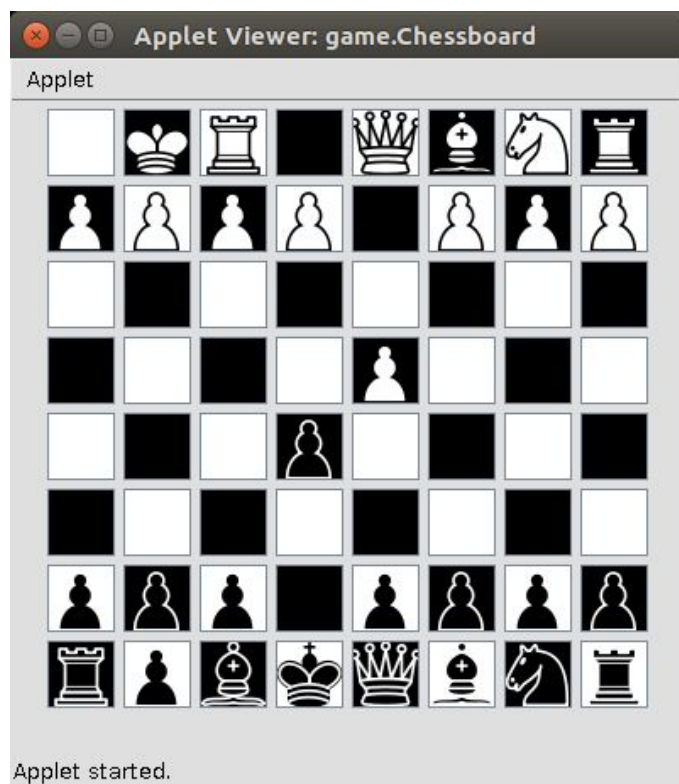
2. Make sure the pieces can move correctly



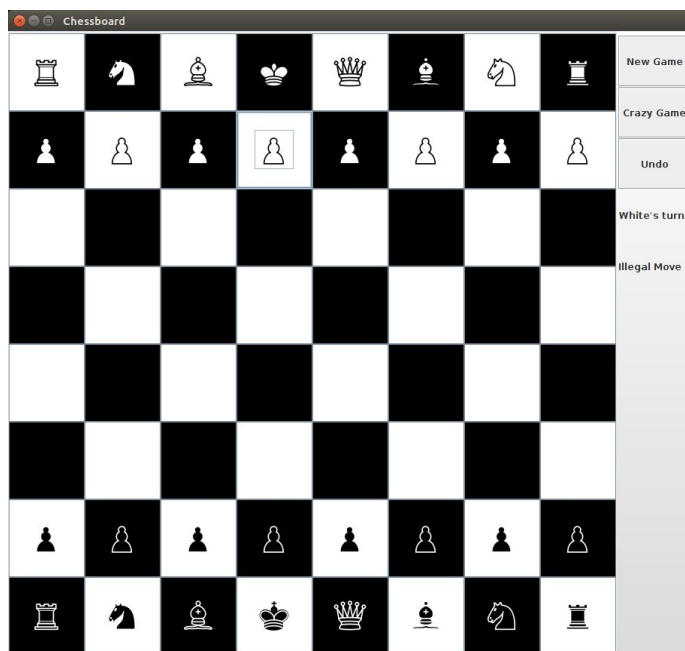
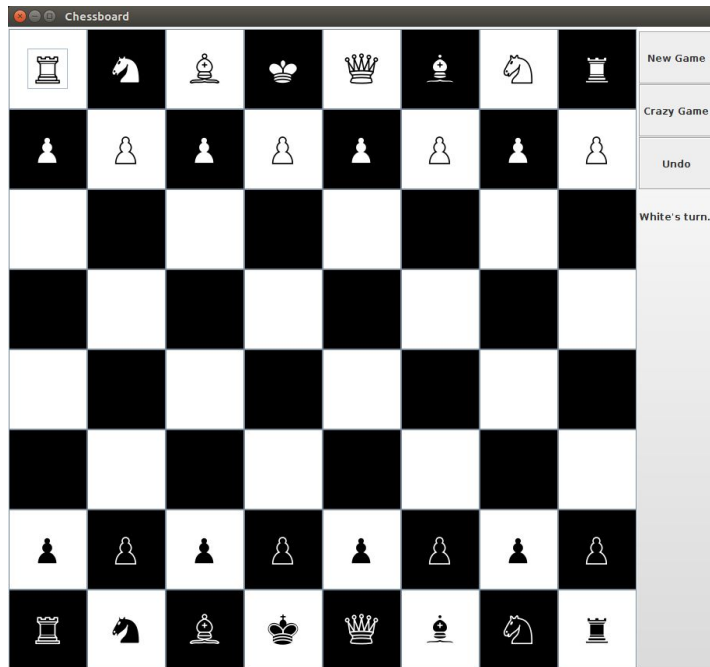
3. Make sure that you can only move pieces when it's your turn
4. Make sure special commands can move



5. Take care of capturing pieces

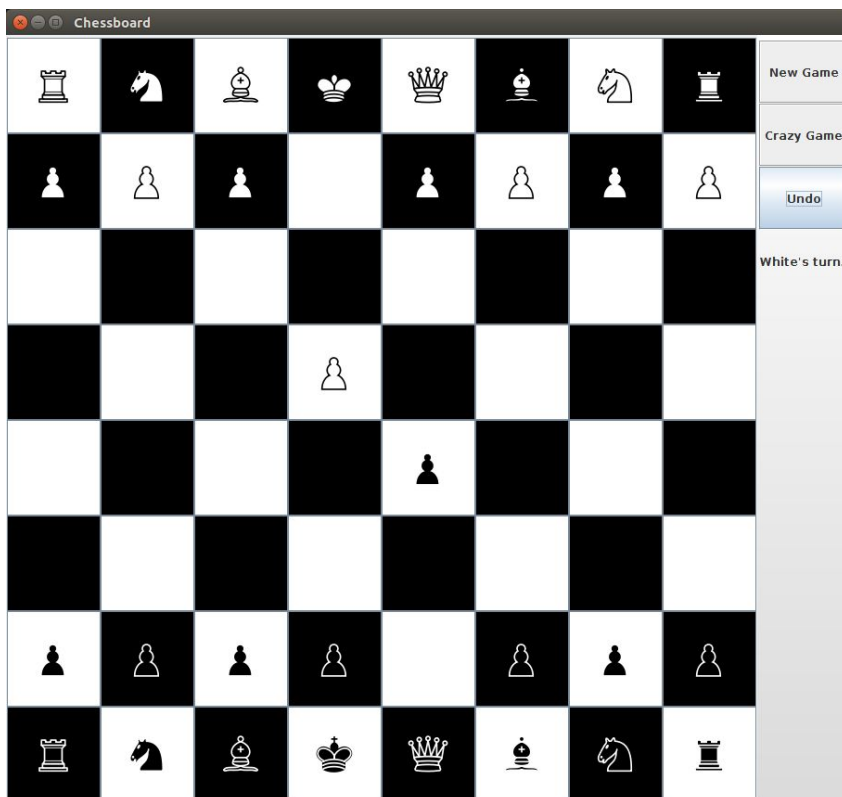
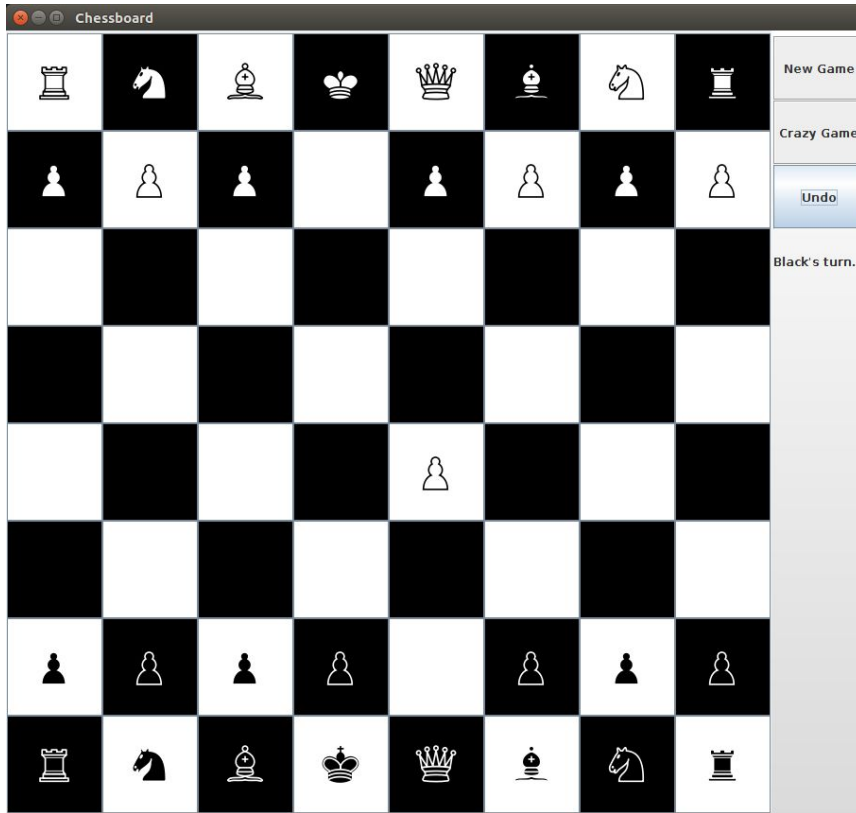


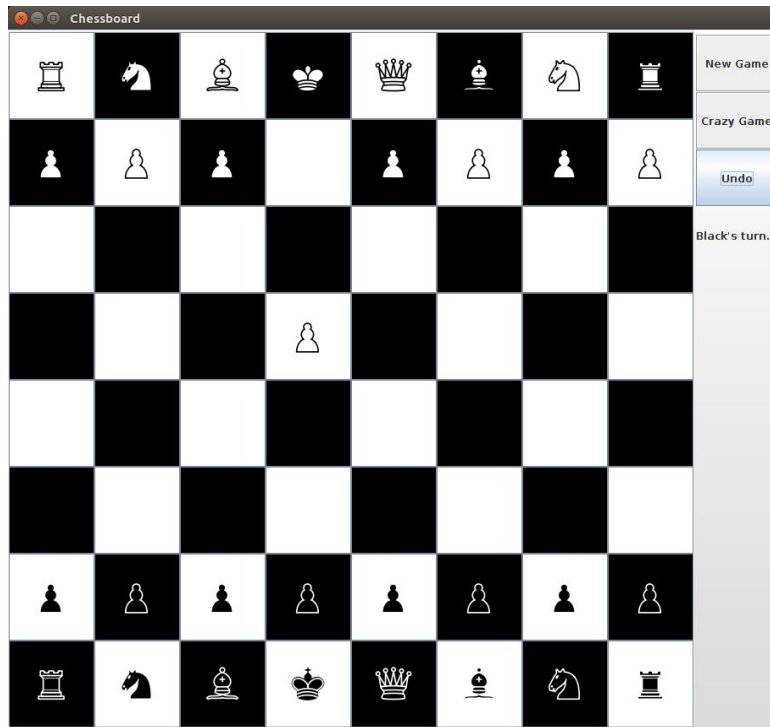
Display Illegal Move



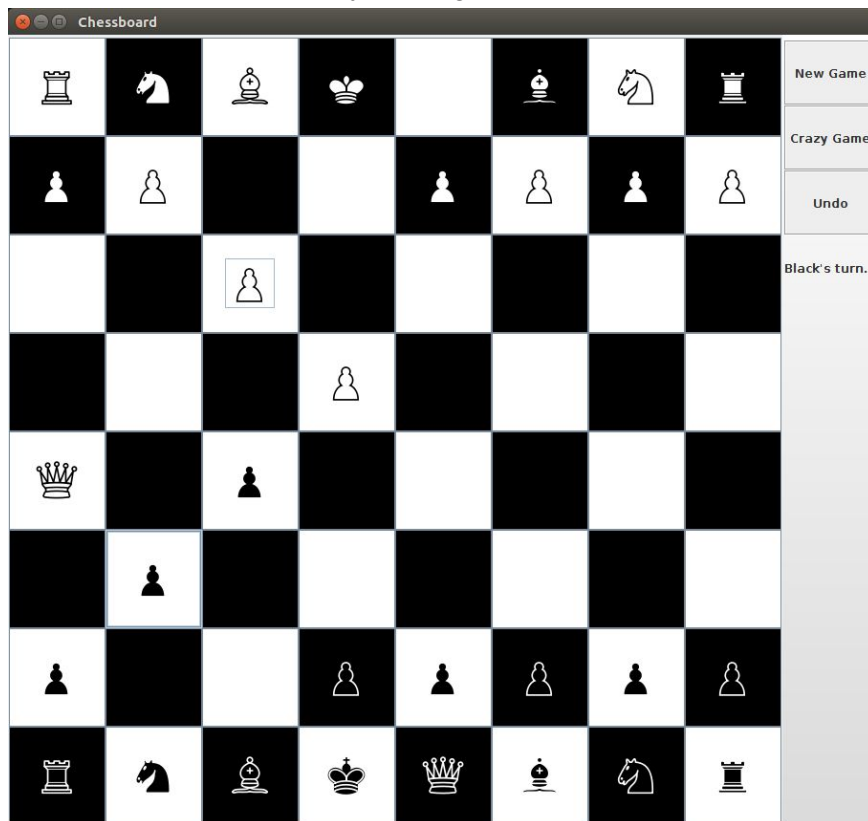
Check Undo works properly

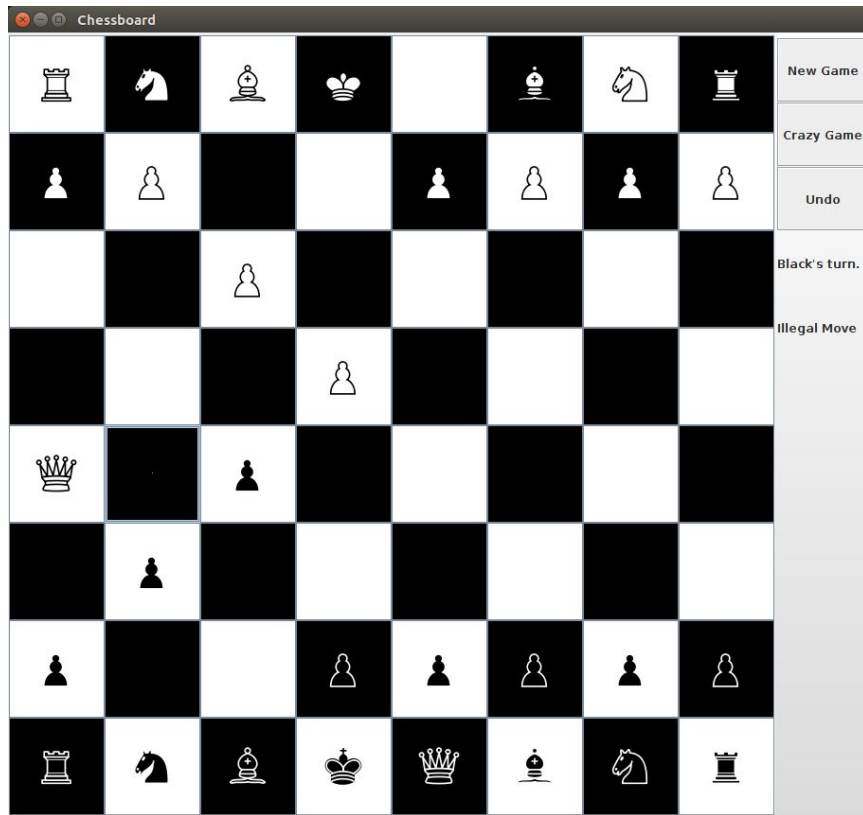




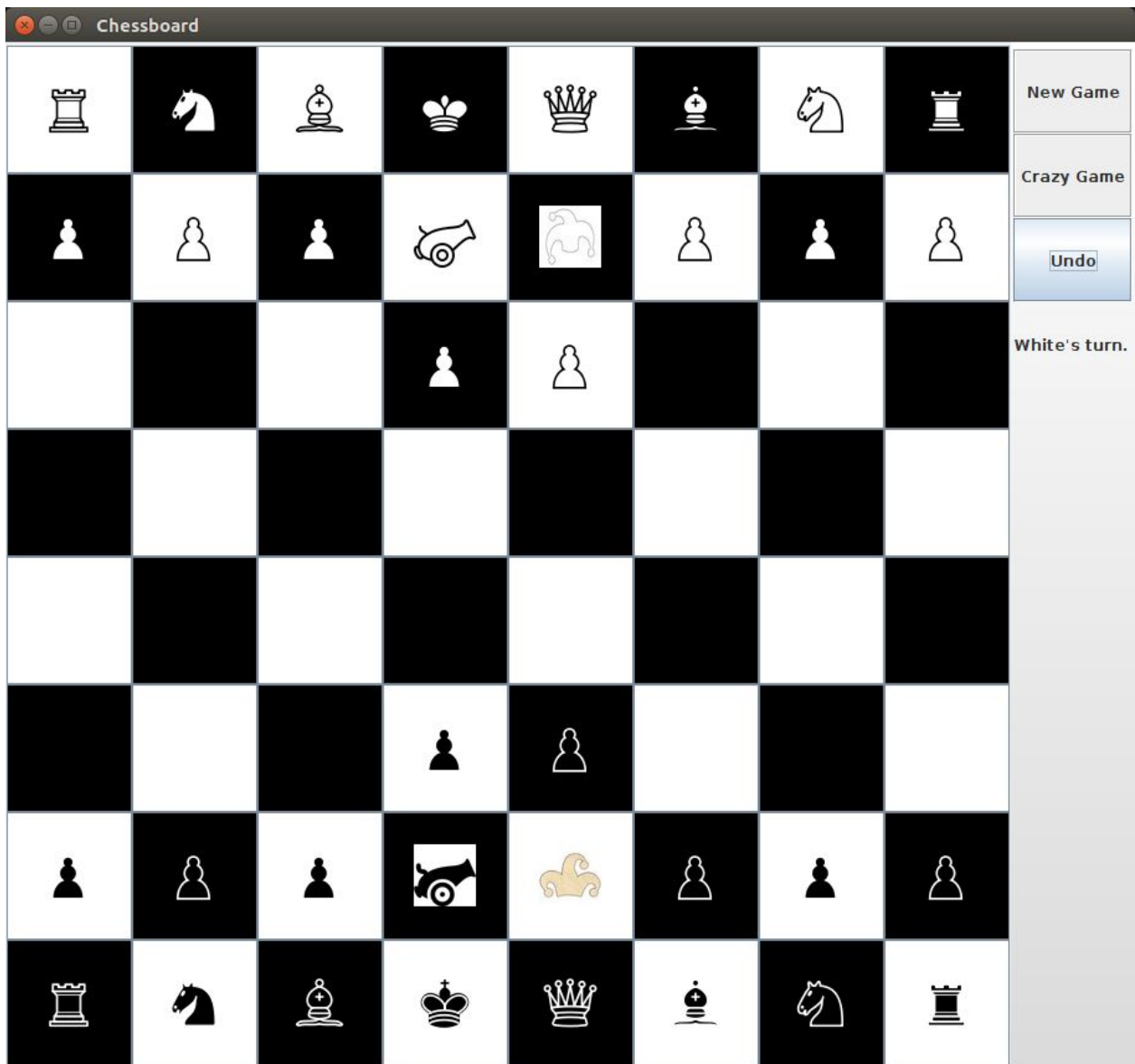


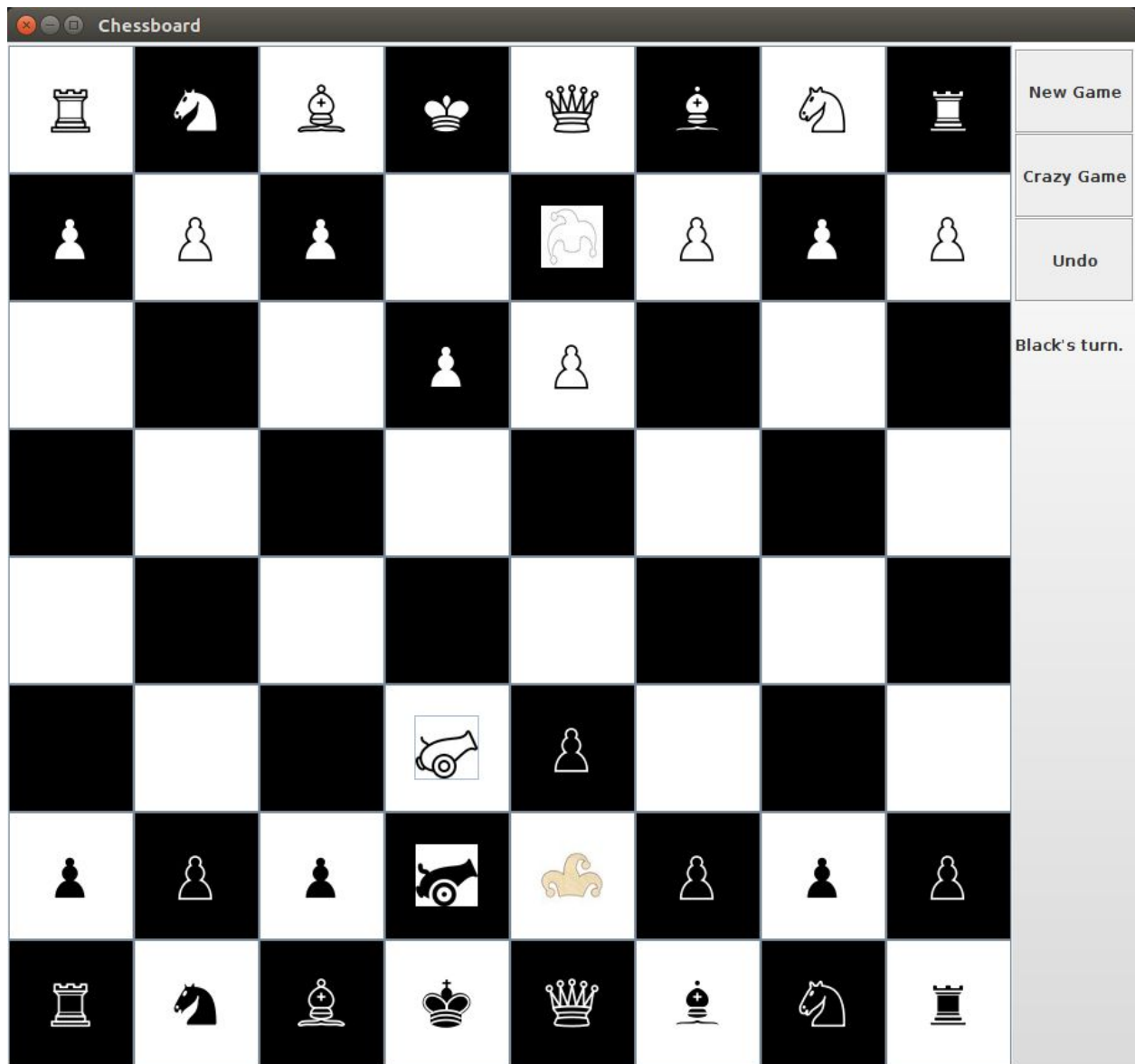
Check the move won't put your king in check



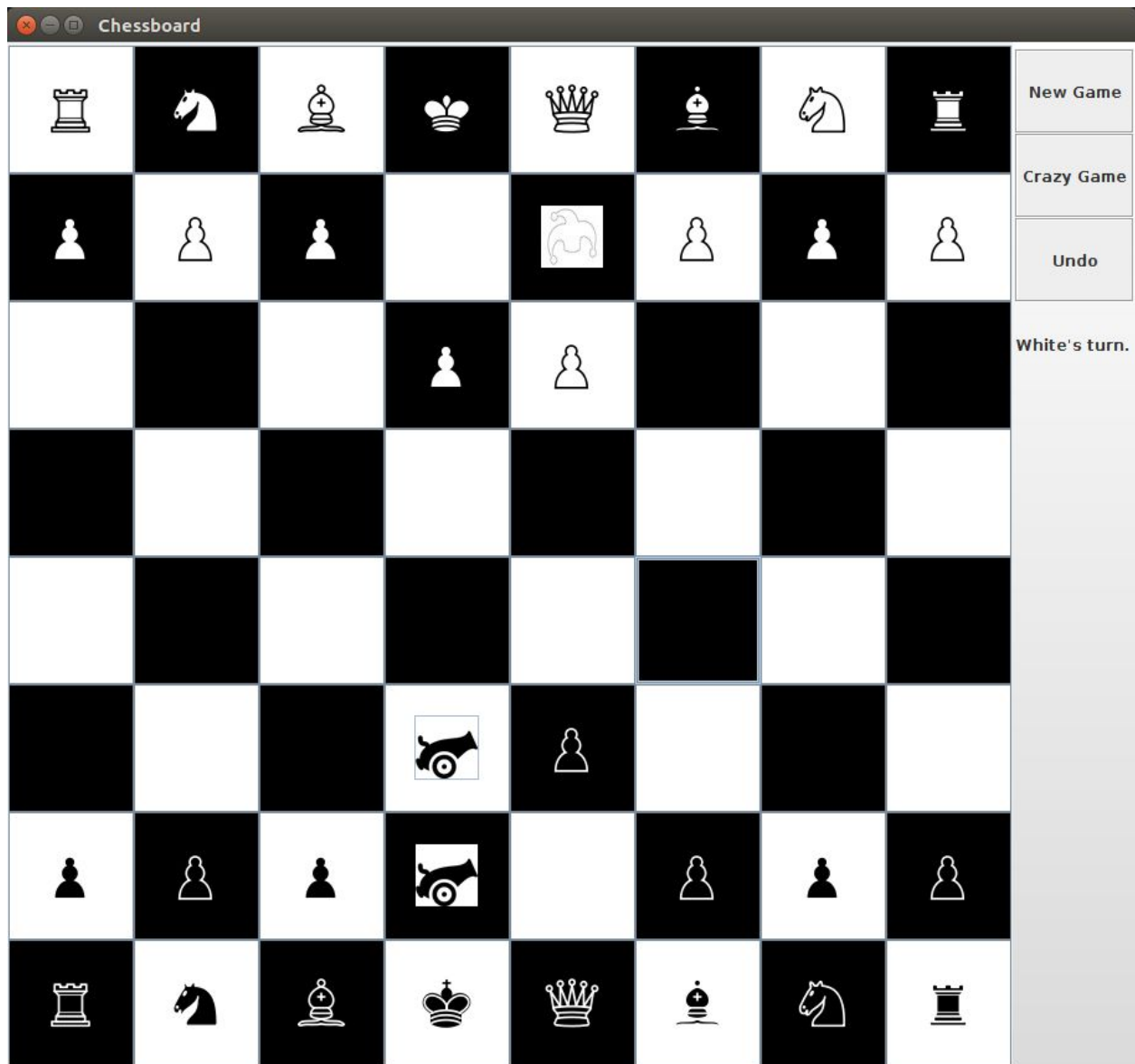


## Test Cannon Works

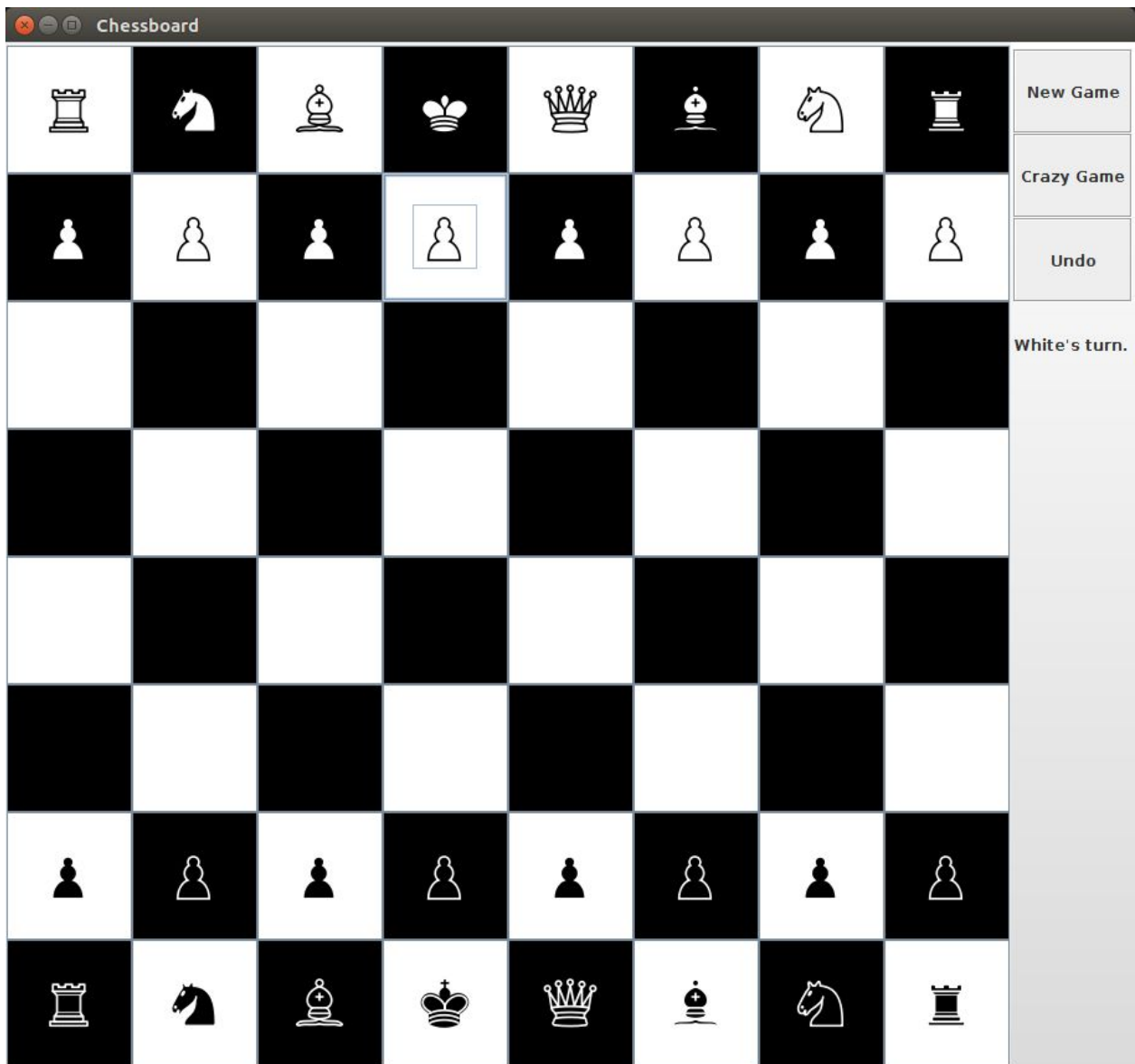


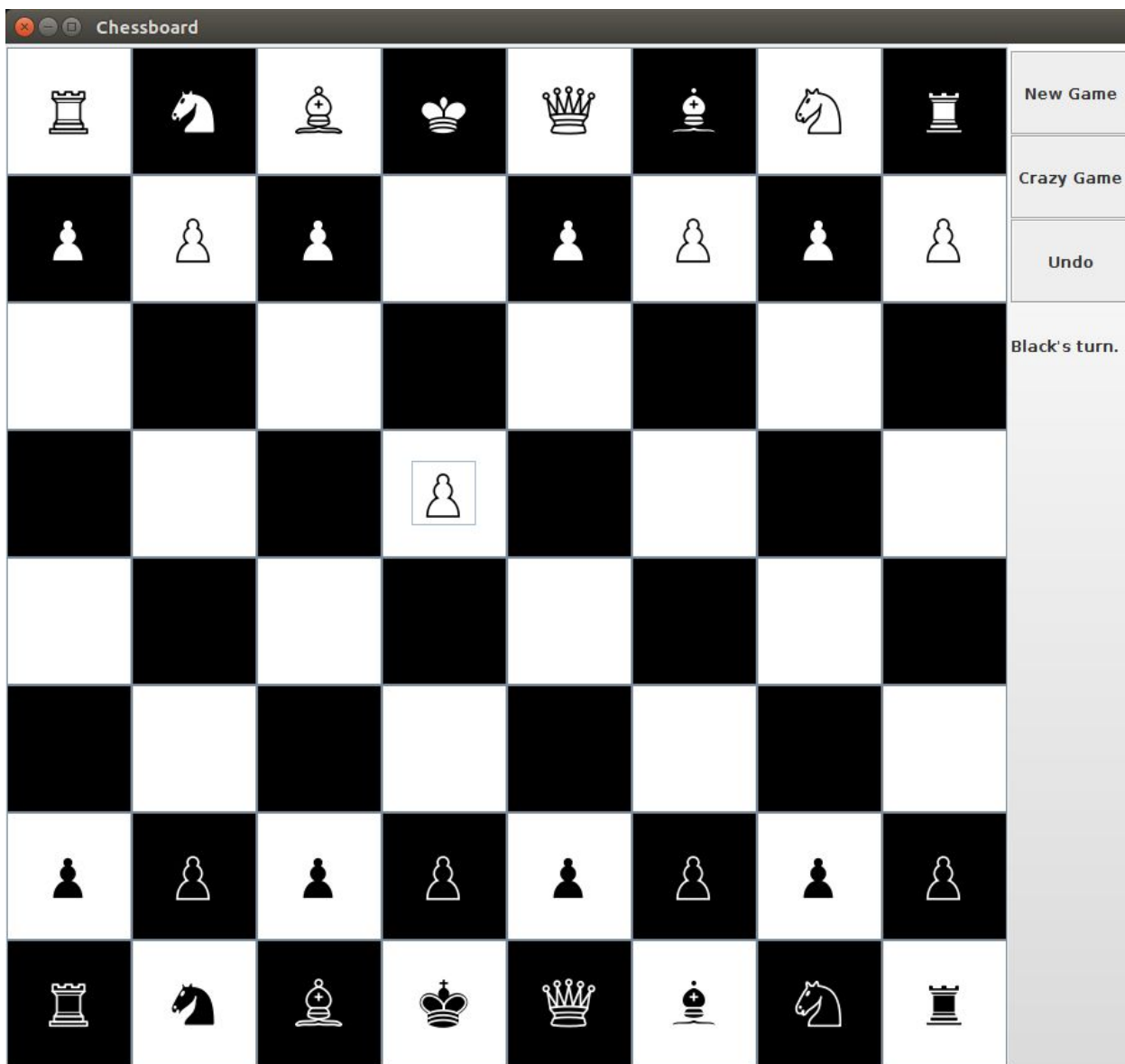


Test Jester Works

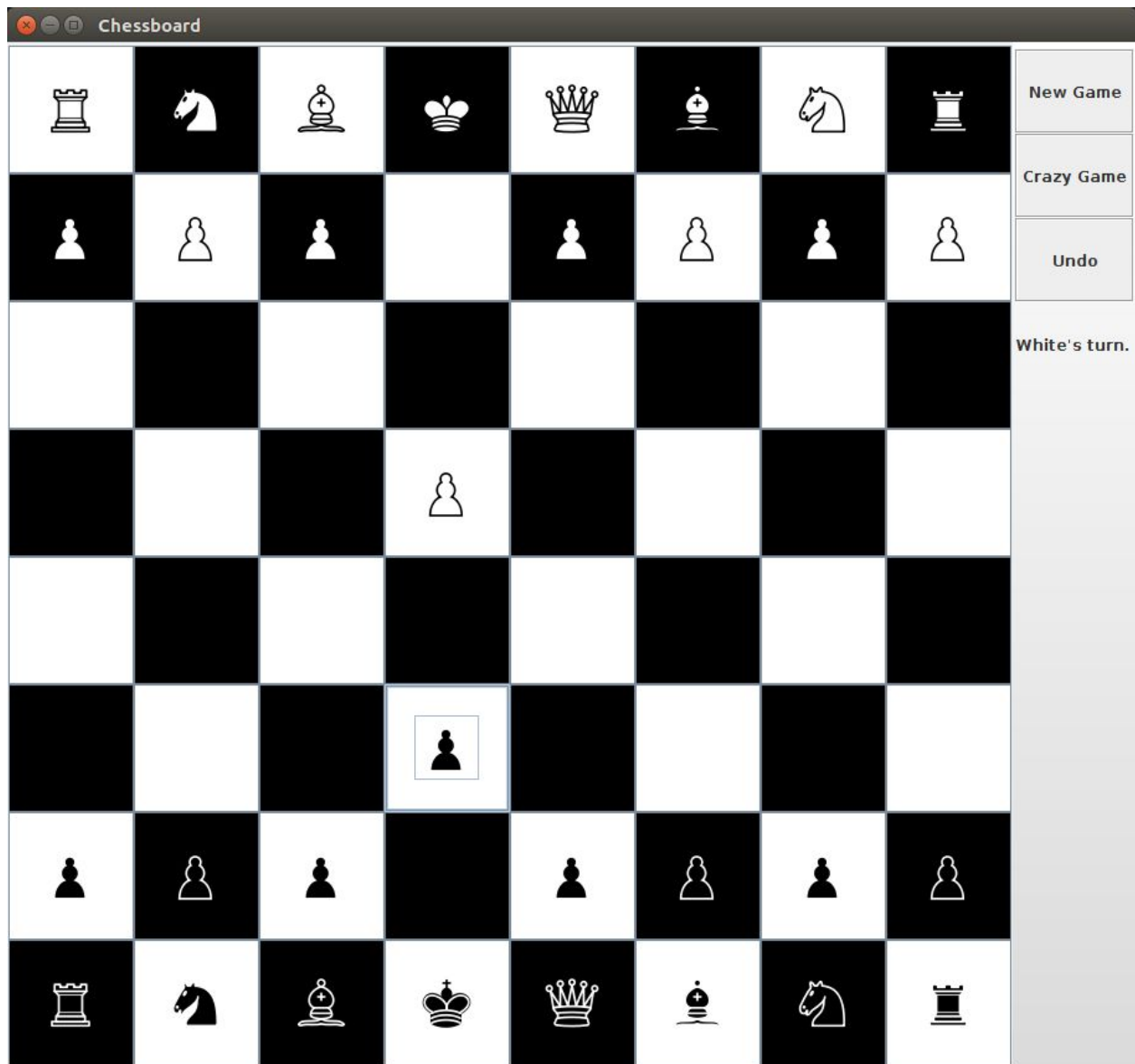


Test It Properly Tells whose Turn it is

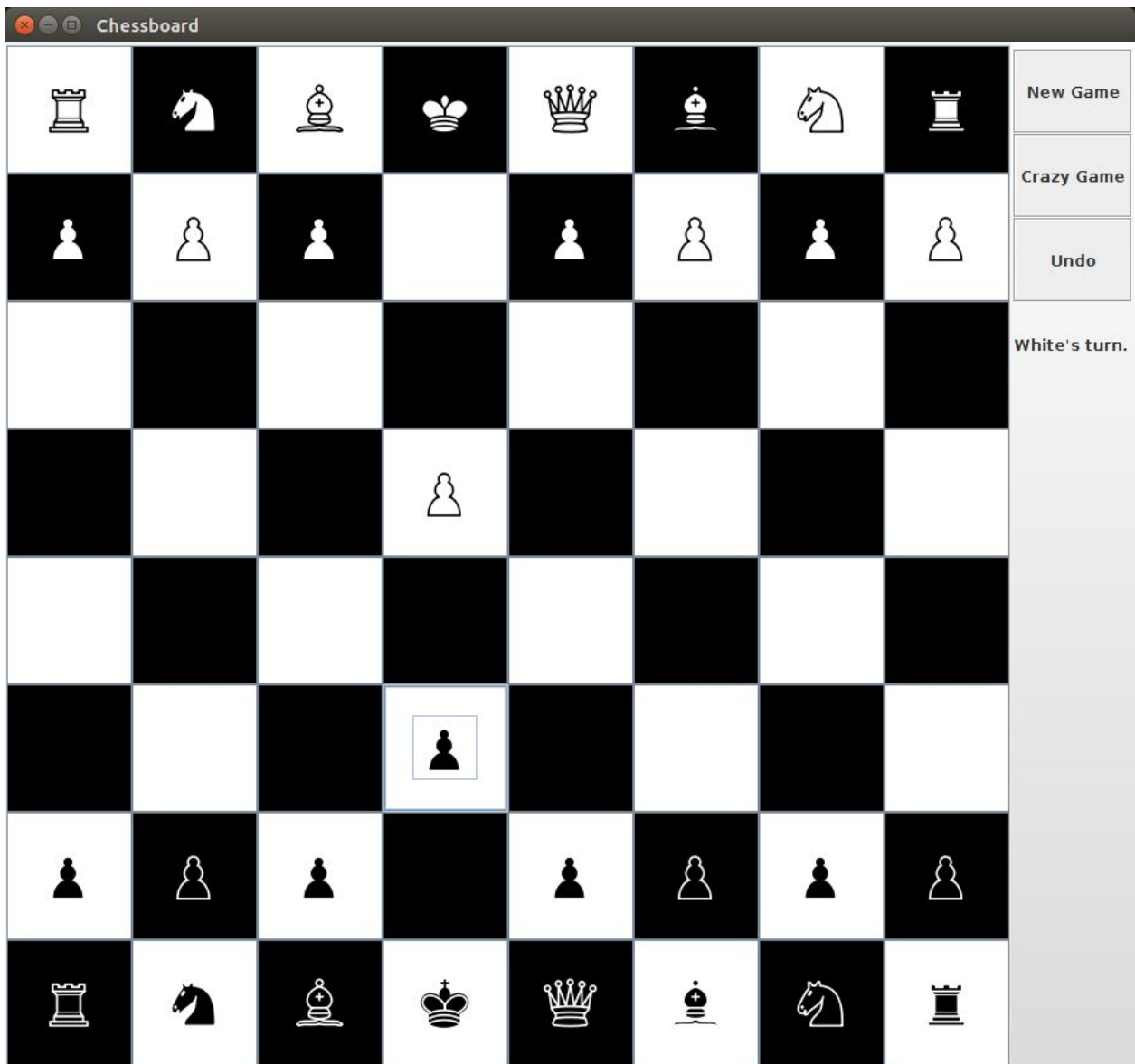


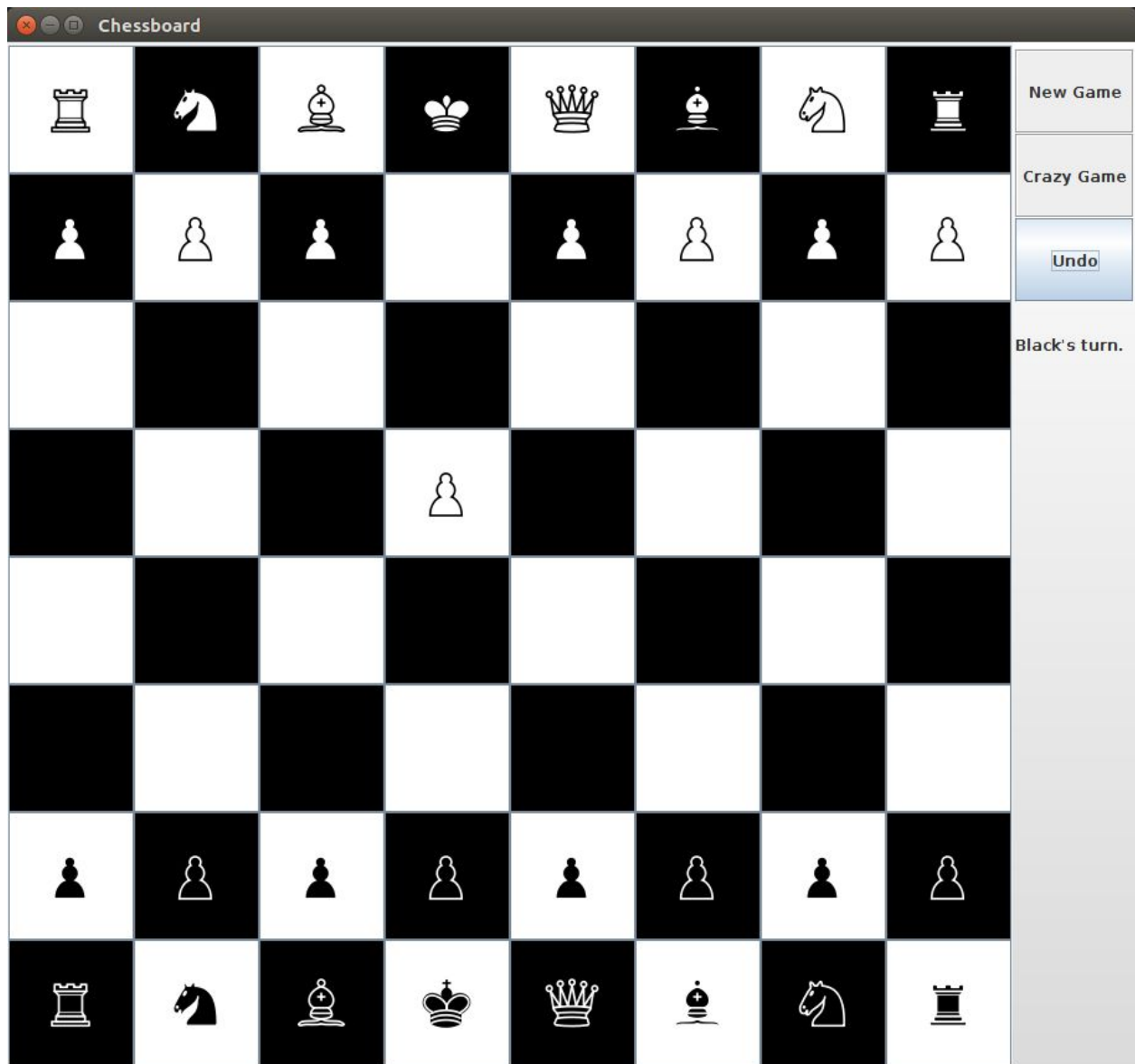






Even Through Undo





Also undoing castling

