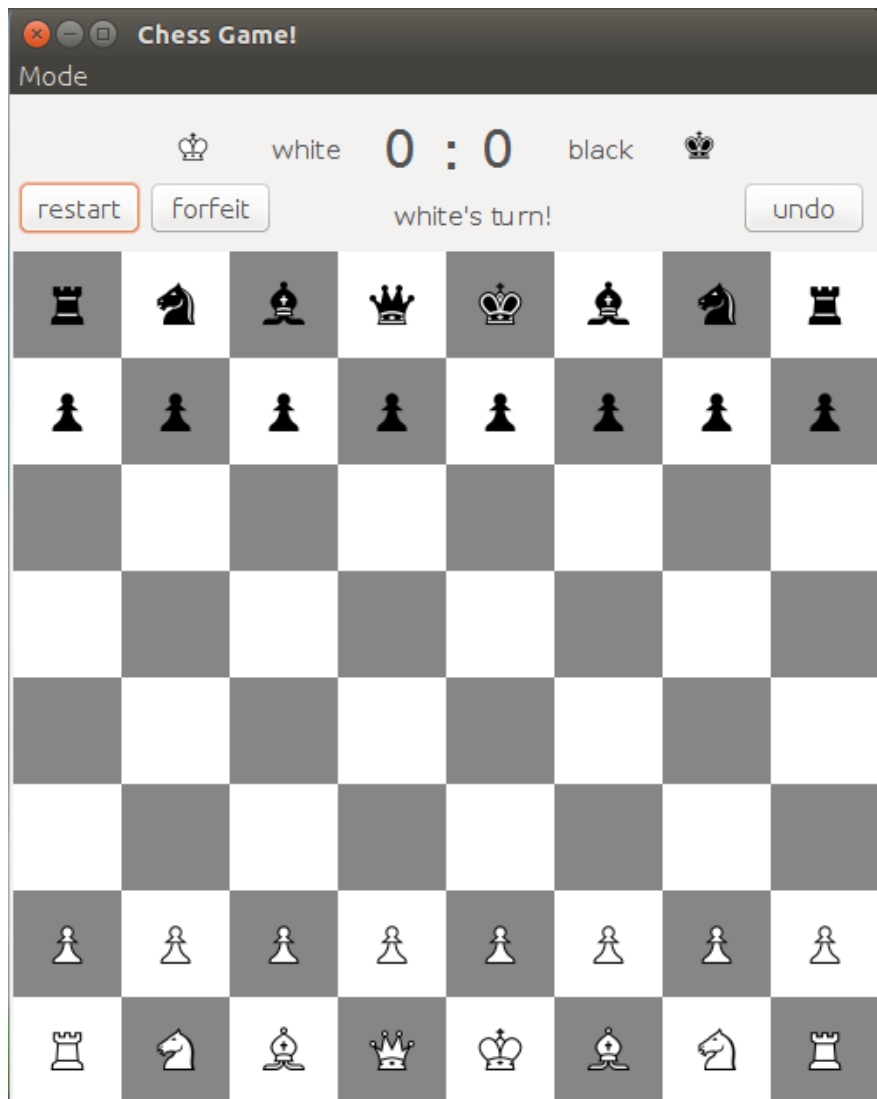


## Manual Test Plan for Assignment1.2

### First step: **Check basic features**

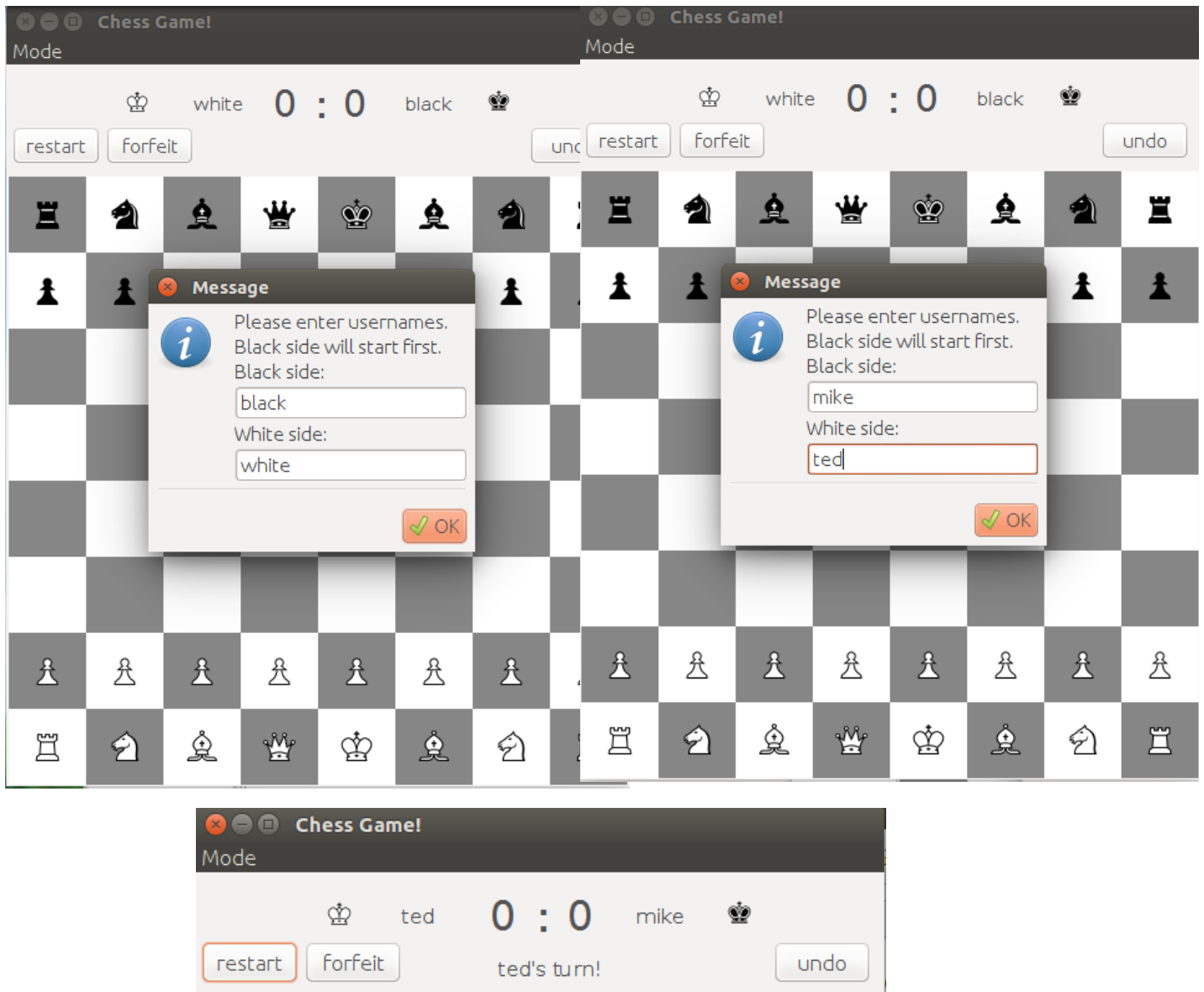
- Check the dimension of board is 8x8. The color of the square is alternating with white and gray. The pieces are in their expected positions.
- The buttons(restart, forfeit, undo) are placed in a row, with appropriate space between them.
- Scores are displayed on top of the window. Black king icon represents player that uses black pieces. White king icon represents player that uses white pieces.
- There is a menu called Mode.



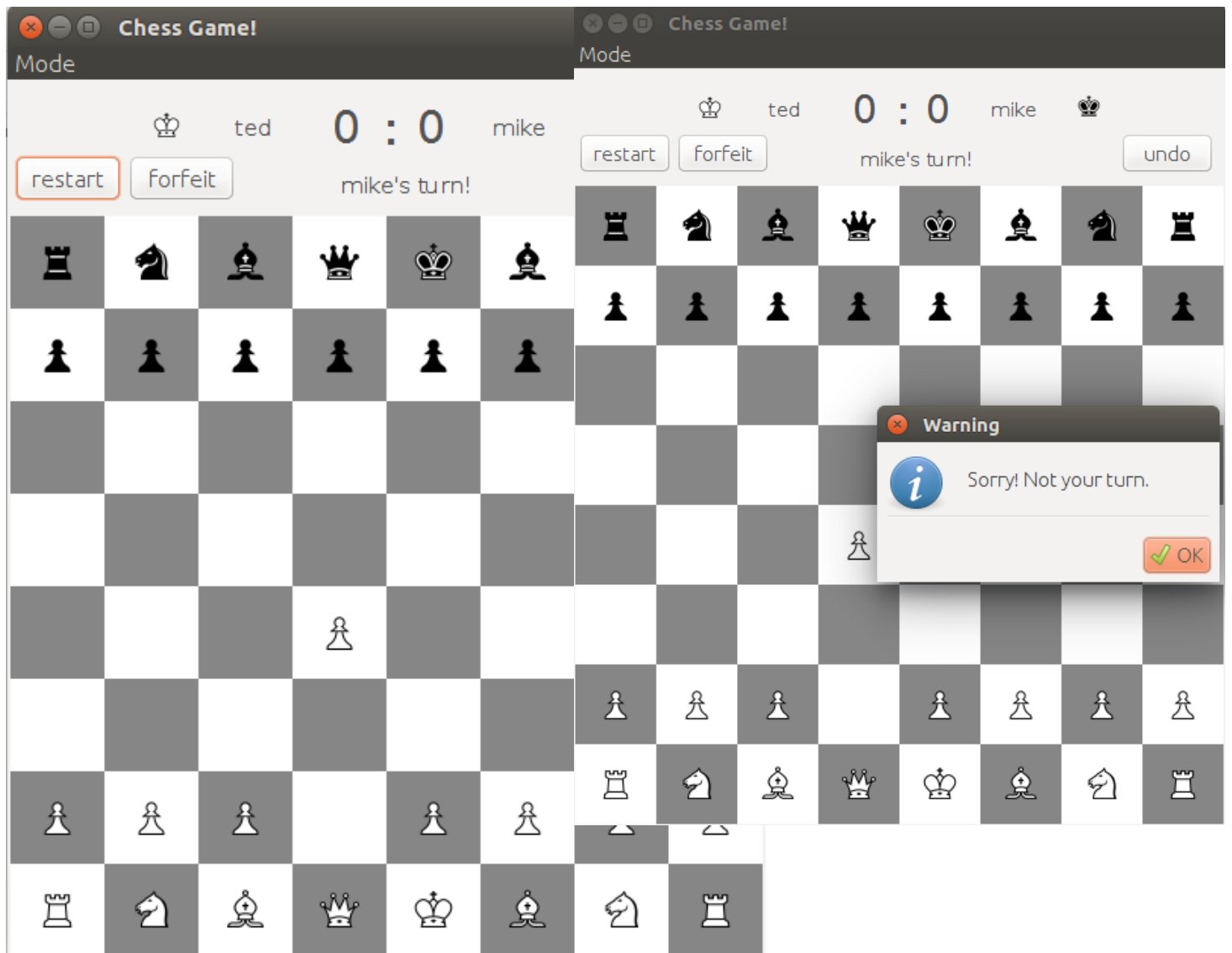
## Second Step: **entering the game**

- The message pops up when starting the application. It asks the user to enter names for white and black side. Default names are black and white. White side moves first.
- After entering user names, the game starts and user names appear on their sides accordingly•

There's a message shows whose turn it is.

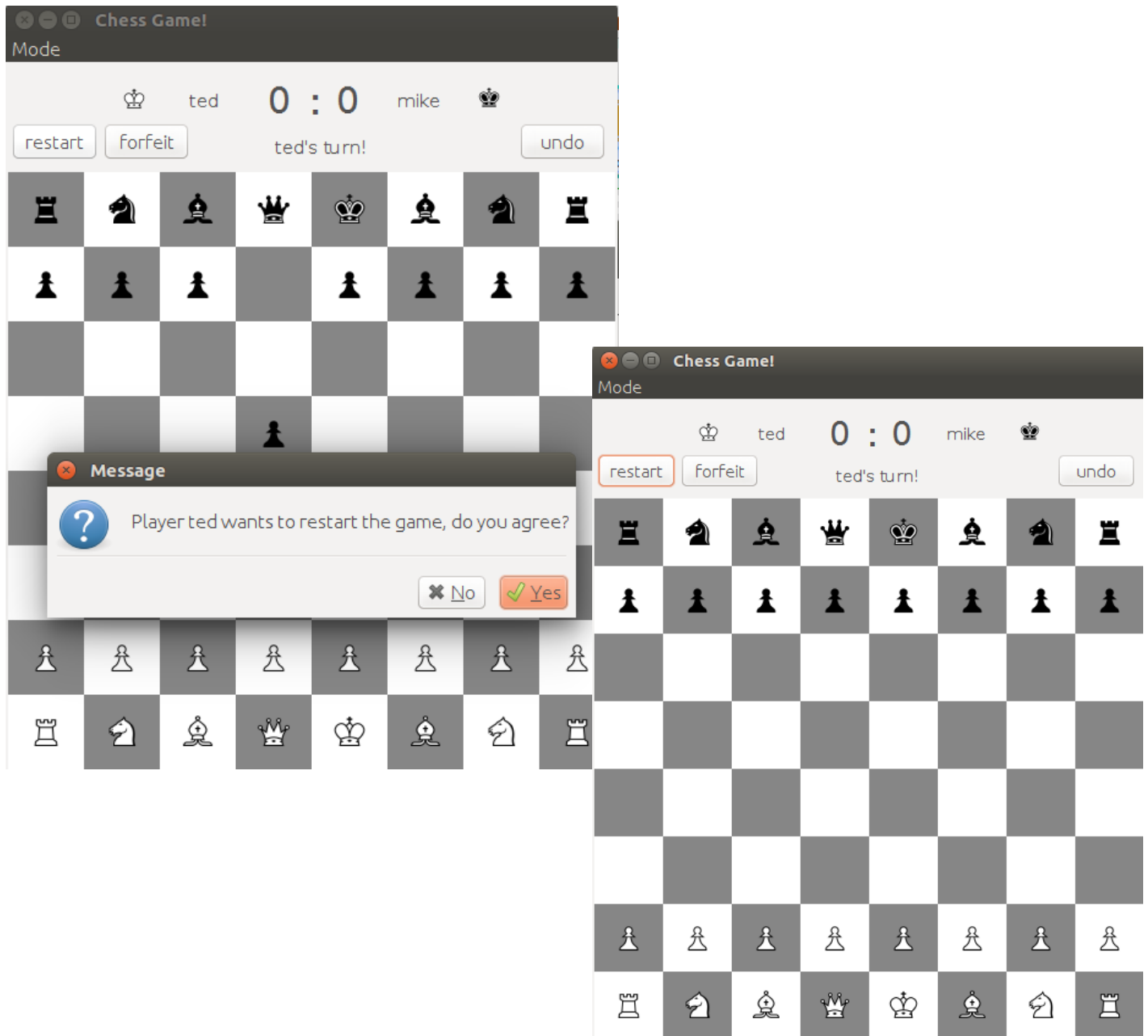


- After white side made the first move, turn changed to black side:
- If white side tries to move his piece again, message box appears.



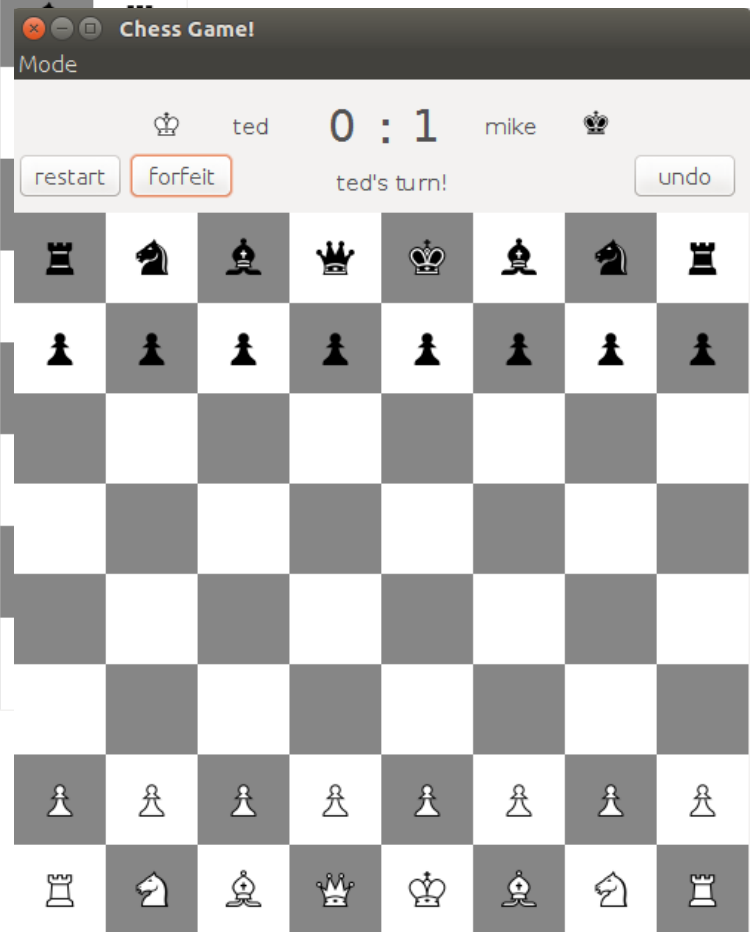
Third Step: Check **restart** button.

- If turn is in white side, and white clicks restart button, a message pops up, asking black if he agrees to restart the game. If black agrees, game will be restarted: chess pieces are in their initial positions and scores does not change. Turn is given back to white side.



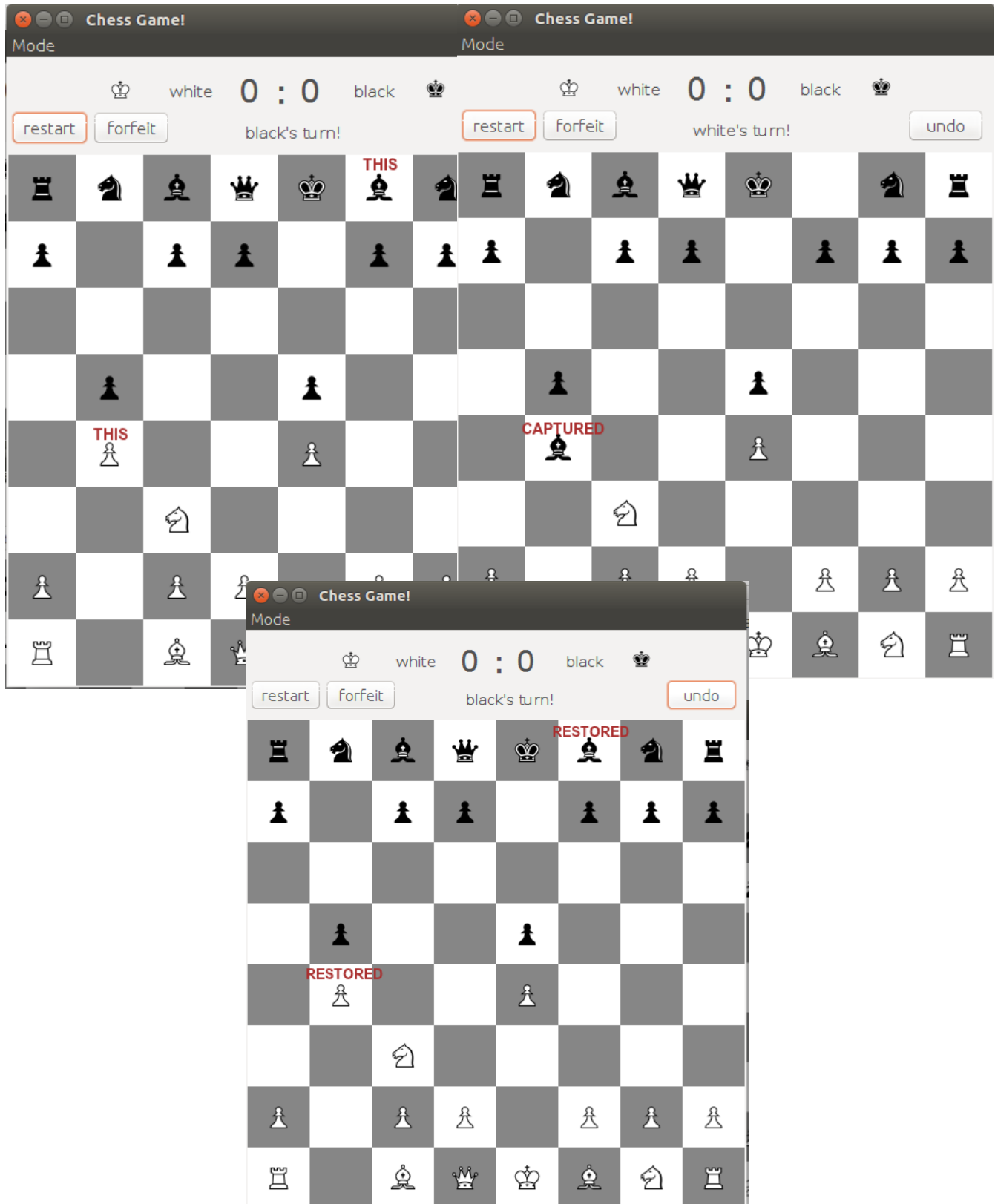
Fourth step: check **forfeit** button

- Turn is in white side. White side clicks forfeit button, the game restarts and the score of black side goes up by 1. Turn is given back to white side.



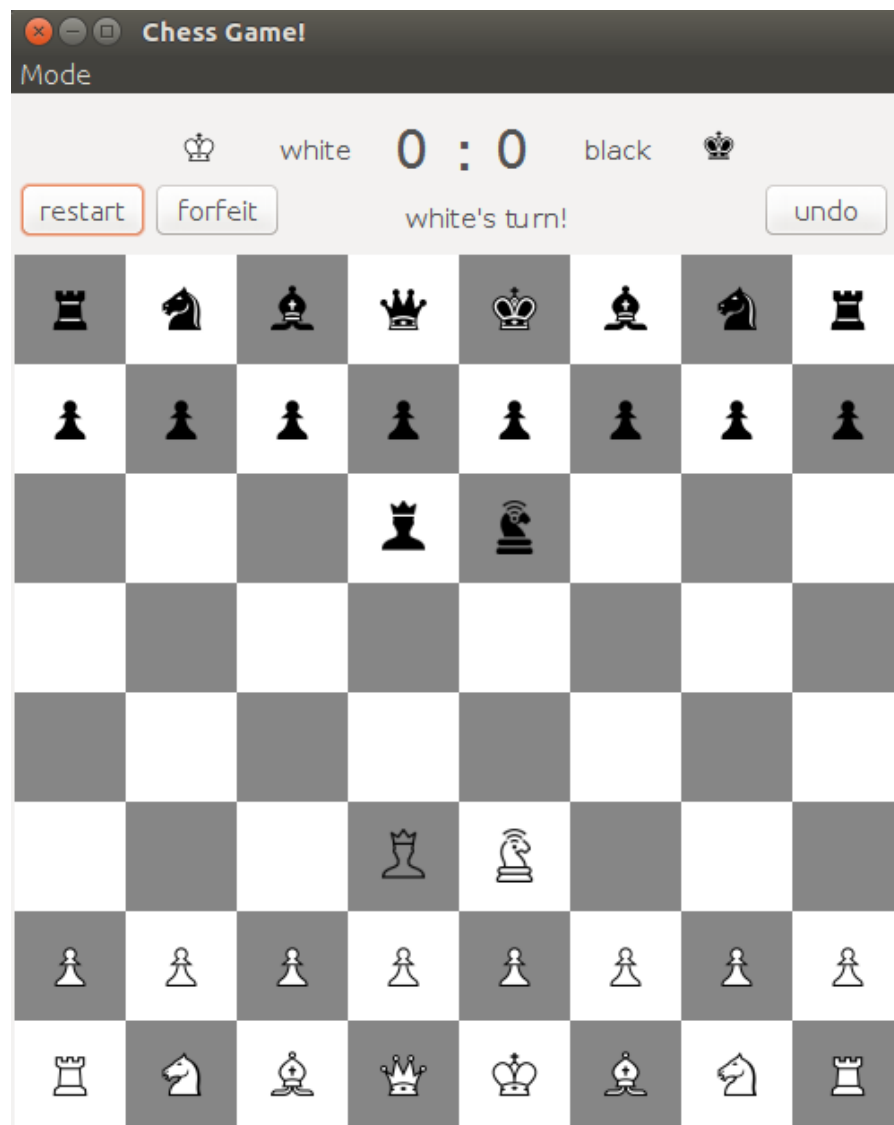
Fifth step: check **undo button**

- Black bishops captures white pawn. Black side clicks undo button, pieces are restored and turn is still in the black side.



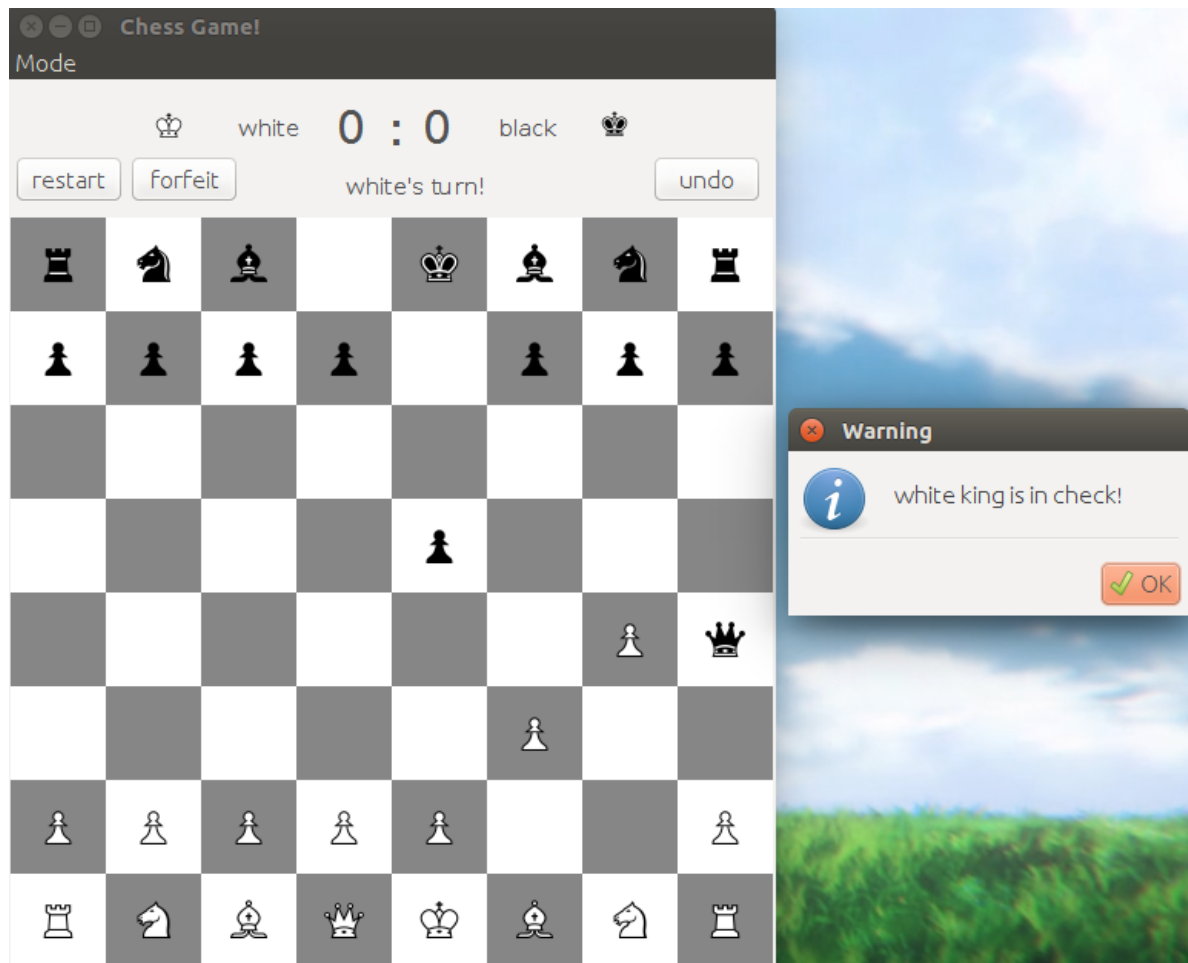
Sixth step: check **custom pieces**

- In the custom mode, custom pieces are added to the board

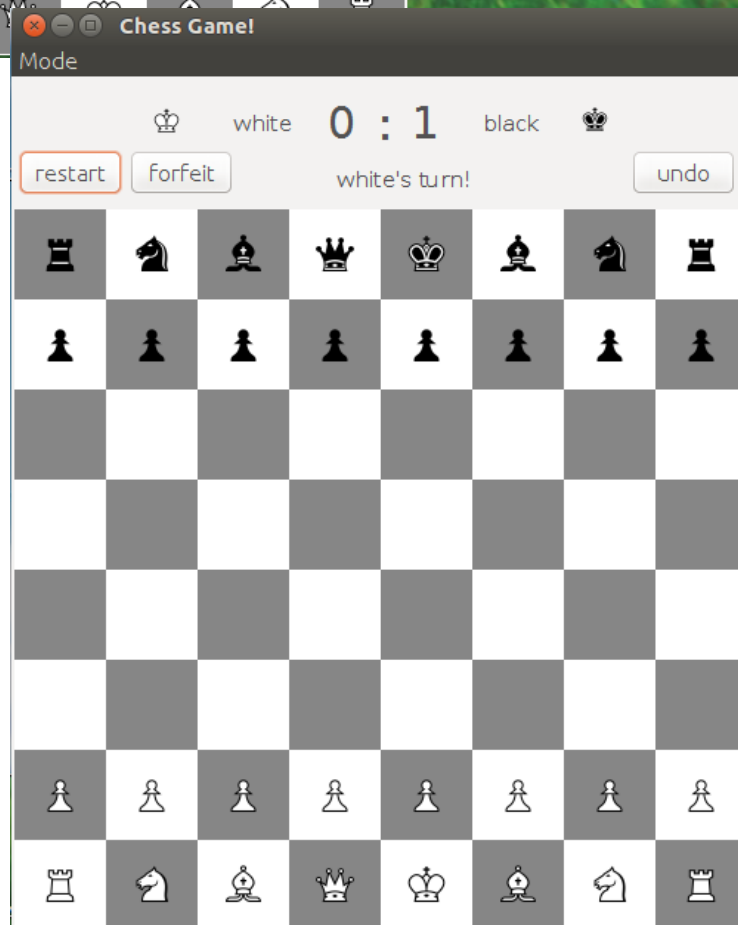
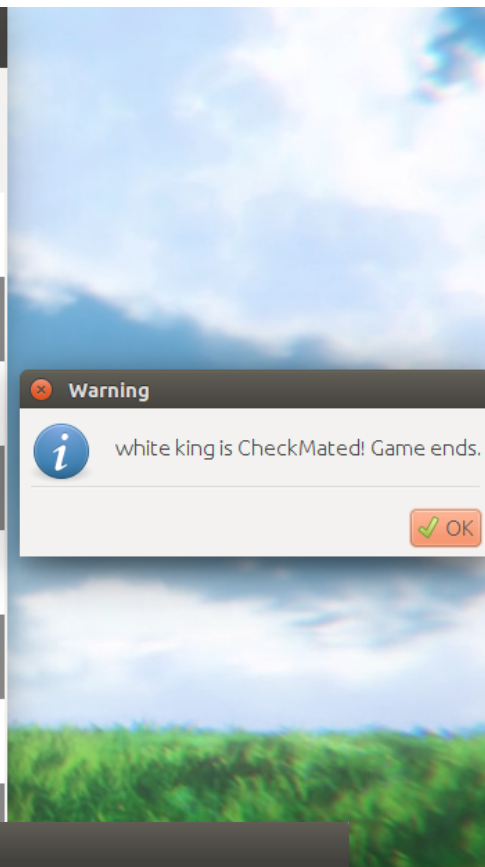
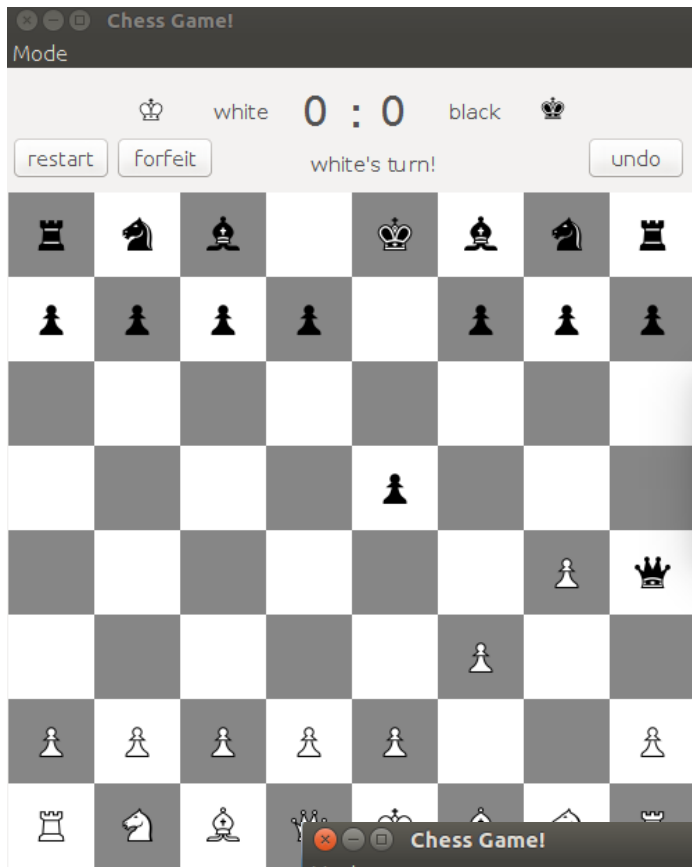


Seventh step: check states “check” and “checkmate”

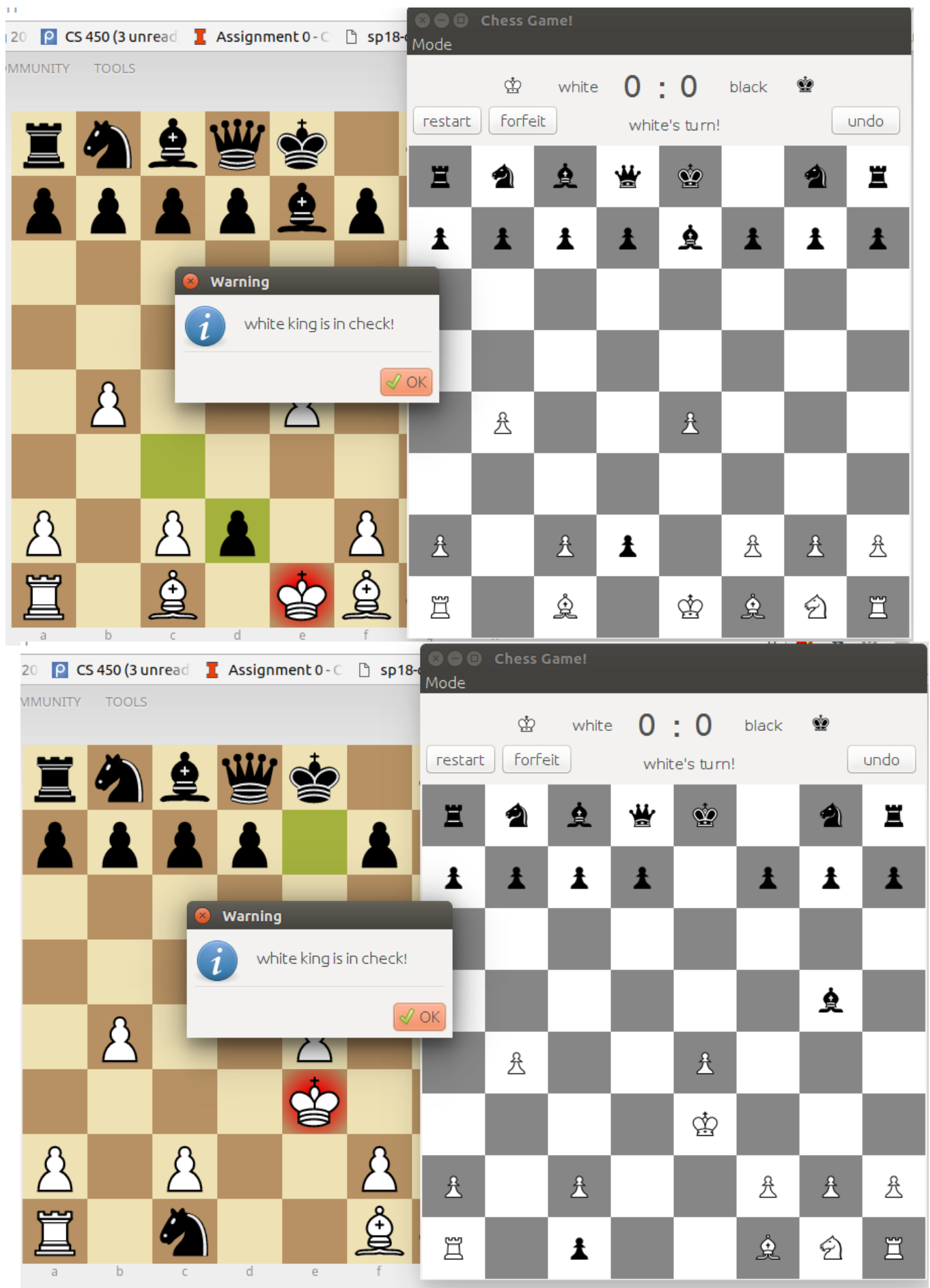
- By implementing Fool’s Mate, we can quickly test functionality of check and checkmate.
- When one side is in check, a message pops up and warns the player.
- When it’s checkmate, a message pops up and announces the victorious side.
- Score of black goes up by one. Game resets.

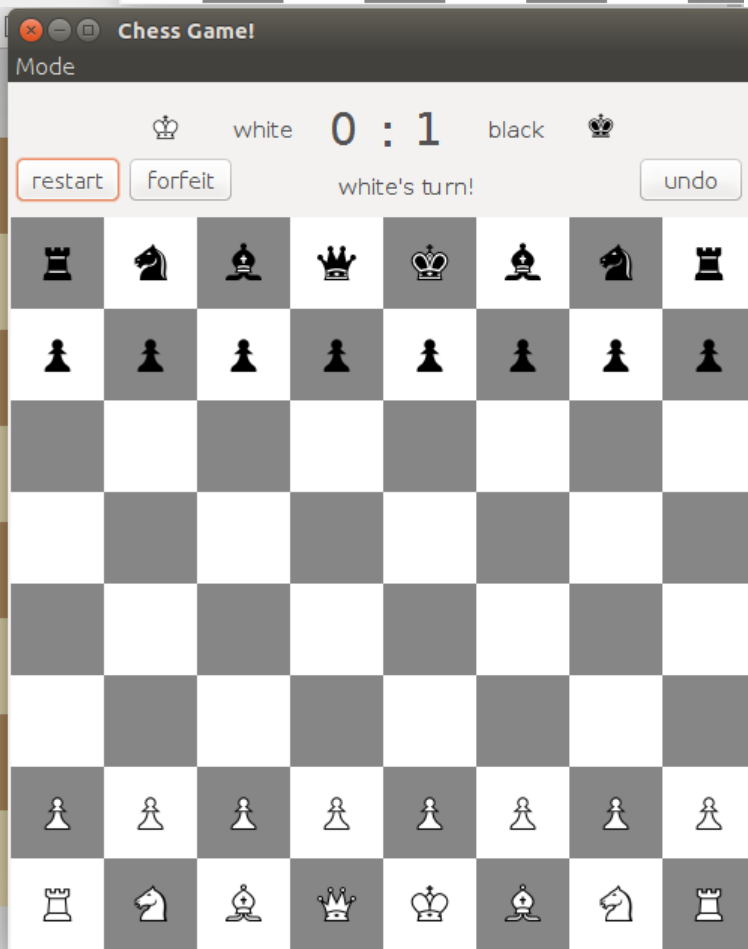






- More test for check and check mate





- game result is the same as the online chess game.

