

# **Software Engineering GP02 Project Testing Report**

Author: Abdullah Durrani [abd15], Lance Sebastian [lvs1]  
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## 1. INTRODUCTION

This document will be a list of the named/numbered tests planned for the project, plus for failed tests, an explanation of why the test failed if available.

## 2. SYSTEM TESTS

Test Ref	Req being tested	Test Content	Input	Output	Pass Criteria	Pass/Fail	Failure Reason
SE-P1-001	PR1	Check that the program is responsive to user input within 1 second	Start a new game. Move white pawn from E2 to E3.	The pawn is moved	The game is started in under 1 second. The pawn is moved from E2 to E3 in under 1 second	Pass	
SE-P2-001	PR2	Check that the program runs on Aberystwyth IS PCs	Try to run the program on Aberystwyth IS PCs	The program runs	The program starts and runs without issues	Pass	

Test Ref	Req being tested	Test Content	Input	Output	Pass Criteria	Pass/Fail	Failure Reason
<b>FR1 – Player Setup</b>							
SE-F1-001	FR1	Check that when the program starts the players are prompted to start a new game or restore a previous game	None	A prompt for what the user wants to do should be displayed	The game opens and prompts the user	Pass	
SE-F1-002	FR1	Check that pressing 'start a new game' functions properly	Press start new game	Further prompts for information should be displayed	The game prompts the users for their names and who is playing the white/black pieces	Pass	
SE-F1-003	FR1	Check that pressing restore previous game functions properly	Press restore previous game	Further prompts for information should be displayed	The players should be prompted to specify a saved game	Pass	
SE-F1-004	FR1	Check that when prompted for usernames, giving a blank value is rejected	No value for first user prompt. Then rerun the test for the second user prompt	Error message warns of blank value, re-send name prompt	The value should be rejected and the code to prompt and assign the	Pass	

					username should re-run		
SE-F1-005	FR1	Check that when a player selects black, they are assigned black, and the other player assigned white	Click black	Player who clicked is assigned black	The user that picked black should be assigned black and the other player assigned white	Pass	
<b>FR2 – Player Management</b>							
SE-F2-001	FR2	Check that the program will keep track of each player's name and color	Input 'user black' for one user, and 'user white' for the other.  Click black for user black	'User black' is assigned black, 'User white' is assigned white	The program displays 'user black' with the black pieces, and 'user white' with the white pieces	Pass	
SE-F2-002	FR2	Check that the position of a piece is updated when it moves	Start fresh game. Move white pawn from D2 to D3. Move black pawn from A7 to A6. Move white king from D1 to D2	Black pawn at A6, white pawn at D3, white king at D2	A display of the board in starting position, except A7 and D1 are empty. A black pawn in A6. A white pawn in D3. White king in D2	Pass	
SE-F2-003	FR2	Check that a black piece is removed when it is taken by a white piece	Start fresh game. Move white pawn from D2 to D4. Move black pawn from E7 to E5. Move white pawn from D4 to E5	Black pawn is removed from play, white pawn is on E4	Black pawn on E5 has been removed from the board. White pawn is on E5. Out of play Black pawn is displayed on the side of the board	Pass	
SE-F2-004	FR2	Check that a white piece is removed when it is taken by a black piece	Start fresh game. Move white pawn from D2 to D4. Move black pawn from E7 to E5. Move white pawn from E2 to E3. Move black pawn from E5 to D4	White pawn is removed from play. Black pawn is at D4	White pawn on D5 has been removed from the board. Black pawn is on D5. Out of play white pawn is displayed on the side of the board	Pass	
<b>FR3 – Board Management</b>							
SE-F3-001	FR3	Check the board is displayed correctly.	Start game	Chess board is displayed with	There is a chess board with	Pass	

				pieces in the starting position	pieces in the correct places		
SE-F3-002	FR3	Check that when the game starts it is visually indicated that it is white's turn	Continue from last test	It is white's turn, and this is shown on screen	The white players Name should be displayed in the top right	Pass	
SE-F3-003	FR3	Check that after white's turn has been made it is visually indicated that it is black's turn	Continue from last test. Make any move for white	It is black's turn, and this is shown on screen	The black player's Name should now be displayed on the top right	Pass	
<b>FR4 – Piece Selection</b>							
SE-F4-001	FR4	Check that selecting an empty space does nothing	Start a fresh game. Try to select some empty spaces	The chess board is displayed with pieces in the starting places	The chess board is displayed with pieces in the starting places, and clicking the empty spaces does nothing	Pass	
SE-F4-002	FR4	Check that during white turn white pieces can be selected	Select any white piece during white's turn	The board displays with pieces in starting positions	The piece will be selected, and the program will display possible moves	Pass	
SE-F4-003	FR4	Check that during white turn black pieces cannot be selected and moved	Try to select any black piece during white's turn	The board displays with pieces in starting positions	The piece should not be selected	Pass	
SE-F4-004	FR4	Check that during black turn black pieces can be selected	Select any black piece during black's turn	The board displays with pieces in starting positions	The piece will be selected, and the program will display possible moves	Pass	
SE-F4-005	FR4	Check that during black turn white pieces cannot be selected and moved	Try to select any white piece during black's turn	The board displays with pieces in starting positions	The piece should not be selected	Pass	
SE-F4-006	FR4	Check that when it is white's turn a white piece can be selected, then another white piece can be selected so long as the first piece is not moved	On white's turn, select any white piece, then, without moving it, select another white piece	The board displays with pieces in starting positions	The program displays possible moves for the first piece, then when the second piece is clicked the possible moves disappear, and possible moves for the second piece are displayed	Pass	

SE-F4-007	FR4	Check that when it is black's turn a black piece can be selected, then another black piece can be selected so long as the first piece is not moved	On black's turn, select any black piece, then, without moving it, select another black piece	The board displays with pieces in starting positions	The program displays possible moves for the first piece, then when the second piece is clicked the possible moves disappear, and possible moves for the second piece are displayed	Pass	
<b>FR5 - Movement</b>							
<b>Pawn Movement</b>							
SE-F5-001	FR5	Check the pawn displays correct possible moves on its first move	Start a fresh game, Select pawn at C2	The board displays with pieces in starting positions	Display possible moves that the pawn at C2 can be moved to C3 or C4	Pass	
SE-F5-002	FR5	Check the pawn can move one vacant place on its first move	Start a fresh game, select pawn at C2 and move it to C3	The board displays and the pawn is moved	C3 is occupied by a pawn, C2 is empty	Pass	
SE-F5-003	FR5	Check the pawn can move two vacant places on its first move	Start a fresh game, select pawn at C2 and move it to C4	The board displays and the pawn is moved	C4 is occupied by a pawn, C2 is empty	Pass	
SE-F5-004	FR5	Check the pawn displays correct possible moves on its second move	Start a fresh game, Move pawn from C2 to C3. Make any move on black side. Select pawn at C3	The board displays and the pawn is moved	Pawn is moved to C3. When clicked again display possible moves that the pawn at C3 can be moved to C4	Pass	
SE-F5-005	FR5	Check the pawn cannot move three vacant places on its first move	Start a fresh game, select pawn at C2 and attempt to move it to C5	The board displays with pieces in starting positions	Pawn is not moved	Pass	
SE-F5-006	FR5	Check the pawn can move one vacant place when it is not its first move	Start a fresh game, select pawn at C2 and move it to C3. Make any move on black side. Select pawn at C3 and move it to C4	The board displays and the pawn is moved	C4 is occupied by a pawn, C2 is empty	Pass	
SE-F5-007	FR5	Check the pawn cannot move two vacant places	Start a fresh game, select pawn at C2 and move it to C3.	The board displays and the pawn does not	C3 is occupied by a pawn, C2 is empty. Pawn is	Pass	

		when it is not its first move	Make any move on black side. Select pawn at C3 and attempt to move it to C5	move two spaces	not moved from C3 to C5		
SE-F5-008	FR5	Check the pawn cannot move three vacant places when it is not its first move	Start a fresh game, select pawn at C2 and move it to C3. Make any move on black side. Select pawn at C3 and attempt to move it to C6	The board displays and the pawn does not move three spaces	C3 is occupied by a pawn, C2 is empty. Pawn is not moved from C3 to C6	Pass	
SE-F5-009	FR5	Check possible moves are displayed correctly for a pawn that is blocked on its first move and has no diagonal pieces to capture	Start a fresh game, select pawn at E2 and move it to E4. On black side select pawn at E7 and move it to E5. On white side select bishop at F1 and move it to A6. On black side select pawn at A7	The board and possible moves are displayed	Possible moves should show that the pawn cannot move anywhere	Pass	
SE-F5-010	FR5	Check that a pawn that is blocked on its first move and has no diagonal pieces to capture cannot move	Continue from last test, attempt to move pawn from A7 to A5	The board is displayed, and the piece cannot be moved	The piece should not be moved	Pass	
SE-F5-011	FR5	Check possible moves are displayed correctly for a pawn that can capture an enemy piece	Continue from last test, Select the pawn on B7	The board and possible moves are displayed	Possible moves should show that the pawn can move to B6 or B5, or capture the piece at A6	Pass	
SE-F5-012	FR5	Check the pawn can capture diagonally in front	Continue from last test, Move pawn from B7 to A6	The board and possible moves are displayed	Bishop at A6 is removed and the pawn at B7 is moved to A6	Pass	
SE-F5-013	FR5	Check possible moves are displayed correctly for a pawn with an enemy piece diagonally behind it	Start a fresh game, Move white pawn from H2 to H4. Move black pawn from D7 to D6. Move white pawn from H4 to H5.	The board and possible moves are displayed	Possible moves should show that the pawn can move one place forward, and not show that it can capture the bishop behind it	Pass	

			Move black bishop from C8 to G4. Select white pawn				
SE-F5-014	FR5	Check the pawn cannot capture diagonally behind	Continue from last test, attempt to move the pawn from H5 to G4.	The board is displayed, and the pawn cannot capture behind it	Nothing should happen	Pass	
<b>Bishop Movement</b>							
SE-F5-101	FR5	Check if the bishop displays the correct moves at the start of the game	Start a fresh game, Select the bishop	The board and possible moves are displayed	Should not display any possible moves at all as the bishop is blocked	Pass	
SE-F5-102	FR5	Check if the bishop can correctly display its available spaces which it can move to	Start a fresh game, select the pawn at B2 and move it to B3, after black's move select the bishop	The board and possible moves are displayed	Should display that it is able to move to B2 & A3	Pass	
SE-F5-103	FR5	Check if the bishop can move one vacant square on its color	Start a fresh game, select the pawn at B2 and move it to B3, for black's turn move the pawn on G7 to G6, then for white move the bishop to B2	The board is displayed, and the bishop is moved	The bishop should Occupy the B2 square and the C1 square should be empty	Pass	
SE-F5-104	FR5	Check if the bishop correctly displays its available moves on which it captures another piece	Continue from last test, for black's turn move the pawn on H7 to H5 then for white select the bishop	The board and possible moves are displayed	It should Display that it can Capture the Rook on H8	Pass	
SE-F5-105	FR5	Check if the bishop can move its full range on its own color	Continue from last test, after black's turn Move the Bishop from B2 to E5	The board is displayed, and the bishop is moved	The Bishop Should Occupy E5 and B2 should be empty	Pass	
SE-F5-106	FR5	Check if the bishop correctly displays its available moves on which it captures other pieces	Continue from last test, after black's turn move the pawn on H5 to H4, then for black	The board and possible moves are displayed	It should Display that it can Capture the Rook on H8 and the Pawn on C7	Pass	



			select the bishop				
SE-F5-107	FR5	Check if the bishop is able capture, its own colors pieces	Continue from last test, Select the bishop, and try to Capture the white rook on A1	The board is displayed, and the bishop does not capture the piece	It should Not be able to capture the rook and no move should be executed and it should still be whites turn to move	Pass	
SE-F5-108	FR5	Check if the bishop can capture the opposing players pieces	Continue from last test, Select the bishop, and capture the pawn on C7	The board is displayed, and the bishop captures the piece	The Bishop Occupies the C7 Square and pawn is no longer on the board	Pass	
<b>Rook Movement</b>							
SE-F5-201	FR5	Check possible moves are displayed correctly when the rook is blocked	Start a fresh game. Select rook at H1	The board and possible moves are displayed	Possible moves show that the rook cannot move anywhere	Pass	
SE-F5-202	FR5	Check rook cannot move one place forward when blocked	Continue from last test, try to move rook	The board is displayed, and the rook cannot move	Rook cannot move	Pass	
SE-F5-203	FR5	Check rook can move two places forward	Continue from last test, Move white pawn from H2 to H4. Move black pawn from G7 to G5. Move white rook from H1 to H3	The board is displayed, and the rook moves	Rook is moved from H1 to H3	Pass	
SE-F5-204	FR5	Check possible moves are displayed correctly for rook with clear space in front and left	Continue from last test, Move black pawn from F7 to F6. Move white pawn from H4 to G5. Move black pawn from F6 to F5. Select white rook at H3	The board and possible moves are displayed	Possible moves are displayed that show the rook can move anywhere on the board directly to the left. And can move up to 3 spaces directly forward or take the pawn at H7 and can go back 3 spaces	Pass	

SE-F5-205	FR5	Check rook can move four places forward	Continue from last test, Move rook from H3 to H6	The board is displayed, and the rook moves	Rook is moved to H6	Pass	
SE-F5-206	FR5	Check rook can move one place left	Continue from last test, Move black pawn from E7 to E5. Move rook from H6 to G6	The board is displayed, and the rook moves	Rook is moved to G6	Pass	
SE-F5-207	FR5	Check rook can move seven places left	Continue from last test, Move black pawn from E5 to E4. Move white rook from G6 to A6	The board is displayed, and the rook moves	Rook is moved to A6	Pass	
SE-F5-208	FR5	Check possible moves are displayed correctly for rook that can move backwards and right	Continue from last test, Move black pawn from F5 to F4. Select white rook at A6	The board and possible moves are displayed	Possible moves display that indicate rook can be moved up to 3 places directly backwards, or up to 7 places directly right. And can capture pawn in the front	Pass	
SE-F5-209	FR5	Check rook can move three places backwards	Continue from last test, Move white rook from A6 to A3	The board is displayed, and the rook moves	Rook is moved to A3	Pass	
SE-F5-210	FR5	Check rook can move one place right	Continue from last test, Move black pawn from F4 to F3. Move white rook from A3 to B3	The board is displayed, and the rook moves	Rook is moved to B3	Pass	
SE-F5-211	FR5	Check possible moves are displayed correctly for a rook that can capture a piece to the right	Continue from last test, Move black pawn from H7 to H6. Select white rook at B3	The board and possible moves are displayed	Possible moves are displayed that the rook can move up to 3 places directly right, or capture pawn at F3, 4 places and a capture front and one to the left	Pass	
SE-F5-212	FR5	Check rook can capture a piece 4 places directly right	Continue from last test, Move white rook at B3 to F3	The board is displayed, and the rook	The rook is moved to F3 and the pawn previously at F3	Pass	

				captures the piece	is removed from play		
<b>Knight Movement</b>							
SE-F5-301	FR5	Check the knight displays the correct moves at the start of the game	Start a fresh game, Select the Knight on B1	The board and possible moves are displayed	The knight should have possible moves on C3 and A3	Pass	
SE-F5-302	FR5	Check that the Knight can move to a space	Continue from last test, Move the Knight to C3	The board is displayed and the knight moves	The Knight should Now be at C3 and B1 should be Empty	Pass	
SE-F5-303	FR5	Check that the Knight cannot take a Friendly piece	Continue from Last Test, Move Black's D pawn to D5 now try to move the Knight on C3 to Take the E2 Pawn	The board is displayed, and the knight cannot capture the piece	The Knight Should not be Able to take the E4 pawn as it is a friendly piece	Pass	
SE-F5-304	FR5	Check that the knight Correctly displays that it can capture pieces	Continue from last test, Select the Knight on C3	The board and possible moves are displayed	It should display that that the Knight Can capture the Pawn on D5	Pass	
SE-F5-305	FR5	Check That the knight can Capture pieces	Continue From last test, Select the Knight on C3 and Capture the pawn on D5	The board is displayed, and the knight captures the piece	The Knight will Capture the Pawn and will be on D5	Pass	
SE-F5-306	FR5	Check that the Knight can display all of its moves correctly	Continue from last test, do move the Black pawn on E7 to E6 now select the Knight	The board and possible moves are displayed	The knight Should Display Available moves on E7 & E3, F6 & F4, C7 & C3, and B4 & B6	Pass	
SE-F5-307	FR5	Check that the Knight Can be captured by another piece	Continue from last test, move your pawn on E2 to E4 then as Black take the Knight with Your pawn on E6	The board is displayed, and the knight is captured	On E5 there should be a Black pawn and no White Knight on the Tally for the Black Player the Count should be at 1 Knight Captured	Pass	
<b>Queen Movement</b>							
SE-F5-401	FR5	Check the Queen displays the correct moves at the start of the game	Start a fresh game, select the Queen	The board and possible moves are displayed	The Queen should have no possible moves as it is blocked	Pass	

SE-F5-402	FR5	Check that the Queen can't move anywhere when blocked in	Continue from Last test, try to move the Queen Forward once, To the Right once, and to the left once	The board is displayed, and the queen does not move	The Queen should not have moved as all of them are illegal moves	Pass	
SE-F5-403	FR5	Check that the Queen can correctly display All the available moves	Continue from Last test, move White's pawn from E2 to E4 for Black Move the E7 pawn to E5 now select the queen	The board and possible moves are displayed	The only Available correct moves should be the diagonal that goes from D1 to H5	Pass	
SE-F5-404	FR5	Check that the Queen can Correctly move one space Diagonally	Continue from last test, Select the Queen and move her to E2	The board is displayed, and the queen moves	The D1 square should be empty, and the Queen should now be on the E2 square	Pass	
SE-F5-405	FR5	Check that the Queen can Correctly move One space vertically	Continue from the last test, for Black move the F pawn to F6 then Move the queen to E3	The board is displayed, and the queen moves	The E2 square should be empty and the E3 square should house the Queen	Pass	
SE-F5-406	FR5	Check that the Queen can Correctly move one space horizontally	Continue from last test, for black push the F pawn now select the Queen and move her to D3	The board is displayed, and the queen moves	The E3 square should be Empty and the D3 square should house the Queen	Pass	
SE-F5-407	FR5	Check that the Queen can Correctly Display available Captures	Continue from last test, for black Capture the E4 pawn with Your F5 pawn then as White select the Queen	The board and possible moves are displayed	The Queen Displays that it can capture the Pawns on E4 and D7	Pass	
SE-F5-408	FR5	Check that the Queen can capture diagonally adjacent	Continue from Last test, Capture the Pawn on E4 with the queen for Black move the Queen diagonally adjacent to E7	The board is displayed, and the queen captures the piece	The White Queen is now on the E4 Square and the Black Pawn is gone, and the Black Queen is on the E7 Square	Pass	
SE-F5-409	FR5	Check that the queen can capture vertically adjacent	Continue from last test,	The board is displayed, and the queen	The White Queen is now on the E5 Square	Pass	

			Capture the Pawn on E5	captures the piece	and the Black Pawn is gone		
SE-F5-410	FR5	Check that the queen can capture vertically 2 spaces and is able to be captured	Continue from last test, Capture the white queen on E5 with the Black Queen	The board is displayed, and the queen captures the piece	The Black Queen is where the White Queen was and E7 is now empty.	Pass	
SE-F5-411	FR5	Check that The Queen can Capture Diagonally	Continue from Last Test, For White Put the Bishop in Front of the King then For Black Capture the B2 pawn with your Queen	The board is displayed, and the queen captures the piece	The Black queen is now on B2, and the Pawn is captured	Pass	
SE-F5-412	FR5	Check That the Queen can be captured by another Piece other than a Queen	Continue from Last Test, for white Select the Bishop and Take the Queen	The board is displayed, and the queen is captured	The bishop is Now on B2, and the Black Queen is Captured	Pass	
<b>King Movement</b>							
SE-F5-501	FR5	Check that the King displays the correct moves at the start of the game	Start a fresh game, select the king	The board and possible moves are displayed	The king should not have any possible moves as it is blocked	Pass	
SE-F5-502	FR5	Check that the King Can't Move when it is blocked in	Continue from the Last test, Select the King and try to move him in every cardinal Direction	The board is displayed, and the king is not moved	The King Should Not move to Any space and remain where it is	Pass	
SE-F5-503	FR5	Check that the King can correctly display All the available moves	Continue from the Last test, move White's pawn from E2 to E4 for Black Move the E7 pawn to E5 now select the king	The board and possible moves are displayed	The Only move That Should show is King to E2	Pass	
SE-F5-504	FR5	Check that the King can move	Continue from last test, Select the White king and move him to E2 than for Black's King move him to E7	The board is displayed, and the king is moved	The kings should move from the starting Square to Now E2 for the White king and E7 for the Black King	Pass	
SE-F5-505	FR5	Check that the King can move diagonally	Continue from last test, Move the White king	The board is displayed, and	The kings should have moved	Pass	

			to D3 than for the Black king Move to F6, Move the White King to C4 than for the Black King Move to G5	the king is moved	from E2 and E7 to C4 and G4		
SE-F5-506	FR5	Check that the White King correctly displays all possible moves	Continue From Last test, Select the White King	The board and possible moves are displayed	Since the King cannot move into the way of incoming enemy pieces as you cannot voluntarily move into check the king Should display that the Only possible moves are B5, B3, C3, D3, & D5	Pass	
SE-F5-507	FR5	Check that the Black king correctly displays all possible moves	Continue the last test, move the White bishop to E2 than Select the Black King	The board and possible moves are displayed	Since the King cannot move into the way of incoming enemy pieces as you cannot voluntarily move into check the king Should display that the Only possible moves are F4, F6, G6, H6, & H4	Pass	
SE-F5-508	FR5	Check that the king correctly displays that it can Capture a Piece	Continue from the Last test, For Black move the Bishop to C5 than Select the White king	The board and possible moves are displayed	The White King should be Displayed to be able to capture the Bishop on C5	Pass	
SE-F5-509	FR5	Check that the king can correctly capture a piece	Continue from the last test, Select the White king and capture the bishop on C5	The board is displayed, and the king captures the piece	The White King should now be on C5, and the bishop should now be Captured	Pass	
SE-F5-510	FR5	Check that the king should not be able to move into check	Continue from last test, Select the black king, and try to move to F5	The board is displayed, and the king is not moved	The Black king should not be able to move to F5 as that Space is controlled by the white Pawn on E4	Pass	
<b>Special Movement</b>							
<b>En-Passant Tests</b>							

SE-F5-601	FR5	Check that En-Passant is displayed when it is possible	Start a fresh game, move white's E pawn to E4, then Move Black's E pawn to E6, then move the E4 pawn to E5, then move blacks d pawn to D5, now select the E5 pawn	The board and possible moves including En-Passant are displayed	En-Passant should be displayed as a possible move on this turn for the pawn to take on the D6 square	Pass	
SE-F5-602	FR5	Check that En-Passant is not displayed on the next turn when it is not taken on its turn	Continue from last test, move any piece as white and the same for black and then as white select the E5 pawn	The board is displayed and does not show En-Passant as possible	En-Passant should not be displayed as a possible move on this turn.	Pass	
SE-F5-603	FR5	Check that En-Passant is correctly executed in the chess game	Start a fresh game, move white's E pawn to E4, then Move Black's E pawn to E6, then move the E4 pawn to E5, then move blacks d pawn to D5, now select the E5 pawn and execute En-Passant on D6	D5 and E5 become vacant and D6 is occupied by white pawn indicating that En-Passant has happened	The D5 and E5 Square should be vacant the White pawn should be on D6	Pass	
SE-F5-604	FR5	Check that En-Passant is not able to be executed on the next turn then it was able to be done	Start a fresh game, move white's E pawn to E4, then Move Black's E pawn to E6, then move the E4 pawn to E5, then move blacks d pawn to D5, do any other move for white then En-passant, do any other move for black other then moving the D5 pawn, now select the E5 pawn and	En-Passant cannot happen	En-Passant should no longer be possible and as such nothing should happen	Pass	

			try to execute En-Passant on D6				
SE-F5-605	FR5	Check that En-Passant is not able to be executed on the next turn then it was able to be done after the pawn has moved	Start a fresh game, move white's E pawn to E4, then Move Black's E pawn to E6, then move the E4 pawn to E5, then move blacks d pawn to D5, do any other move for white then En-passant, for black move the D5 pawn forward, now select the E5 pawn and try to execute En-Passant on D6	En-Passant cannot happen	En-Passant should no longer be possible and as such nothing should happen	Pass	
SE-F5-606	FR5	Check that En-Passant is not able to be executed on any turn after it was able to be done.	Start a fresh game, move white's E pawn to E4, then Move Black's E pawn to E6, then move the E4 pawn to E5, then move blacks d pawn to D5, do any other move for white then En-passant for 5 turns same with black, then try to execute En-passant	En-Passant cannot happen	En-Passant should no longer be possible and as such nothing should happen	Pass	
SE-F5-607	FR5	Check that En-Passant is not able to be seen or executed on any other piece other than a pawn	Start a fresh game, move white's E pawn to E4, then Move Black's D pawn to D6, move whites pawn to E5 then move black's bishop to F5, Now select the E5 pawn and try	The bishop is not captured by the pawn	Since Pawns are the only pieces that can be attacked via En-Passant nothing should be displayed and the bishop should not be able to be captured by the pawn	Pass	



			to execute En-Passant on the Bishop				
Promotion Tests							
SE-F5-701	FR5	Check that the Promotion menu is displayed when it should be for white	Start a fresh game, The moves are: white: pawn to e4 Black: pawn to d5 white: pawn to d3 Black: pawn to c6 white: pawn captures on d5 from e4 black: pawn to e6 white: pawn captures on c6 from d5 black: pawn to e5 white: cxb7 pawn captures on B7 from c6 black: Knight to C6 white: pawn to b8	The promotion menu is opened next to the white player's name	The Promotion menu should open next to the Name of the White Player with 4 options for the player to choose From Knight, Queen, Bishop, and Rook in White's Color	Pass	
SE-F5-702	FR5	Check that the Promotion menu is displayed when it should be for black	Start a fresh game, The moves are: white: pawn to d4 Black: pawn to e5 white: pawn to c3 Black: pawn captures on d4 from e5 white: pawn to e3 black: pawn captures on c3 from d4 white: pawn to e4 black: pawn captures on b2 from c3 white: Knight to C3 black: pawn to b1	The promotion menu is opened next to the black player's name	The Promotion menu should open next to the Name of the Black Player with 4 options for the player to choose From Knight, Queen, Bishop, and Rook in Black's Color	Pass	
SE-F5-703	FR5	Check That the Promotion to a Bishop is possible	Start a fresh game, The moves are:	B8 becomes a bishop. A message that	The Pawn on B8 should now be a Bishop on Dark	Pass	

			white: pawn to e4 Black: pawn to d5 white: pawn to d3 Black: pawn to c6 white: pawn captures on d5 from e4 black: pawn to e6 white: pawn captures on c6 from d5 black: pawn to e5 white: pawn captures on b7 from c6 black: Knight to C6 white: pawn to b8 and select to Promote to a Bishop	black has taken a pawn is displayed	squares and it should display that Black has Taken One Of your Pawns		
SE-F5-704	FR5	Check that the Promotion to a Knight is possible	Start a fresh game, The moves are: white: pawn to e4 Black: pawn to d5 white: pawn to d3 Black: pawn to c6 white: pawn captures on d5 from e4 black: pawn to e6 white: pawn captures on c6 from d5 black: pawn to e5 white: pawn captures on b7 from c6 black: Knight to C6 white: b8 and select to	B8 becomes a knight. A message that black has taken a pawn is displayed	The Pawn on B8 should now be a Knight and it should display that Black has Taken One Of your Pawns	Pass	

			Promote to a Knight				
SE-F5-705	FR5	Check that the Promotion to a Rook is possible	<p>Start a fresh game, The moves are:</p> <p>white: pawn to e4</p> <p>Black: pawn to d5</p> <p>white: pawn to d3</p> <p>Black: pawn to c6</p> <p>white: pawn captures on d5 from e4</p> <p>black: pawn to e6</p> <p>white: pawn captures on c6 from d5</p> <p>black: pawn to e5</p> <p>white: pawn captures on b7 from c6</p> <p>black: Knight to C6</p> <p>white: b8 and select to Promote to a Rook</p>	B8 becomes a rook. A message that black has taken a pawn is displayed	The Pawn on B8 should now be a Rook and it should display that Black has Taken One Of your Pawns	Pass	
SE-F5-706	FR5	Check that the Promotion to a Queen is possible	<p>Start a fresh game, The moves are:</p> <p>white: pawn to e4</p> <p>Black: pawn to d5</p> <p>white: pawn to d3</p> <p>Black: pawn to c6</p> <p>white: pawn captures on d5 from e4</p> <p>black: pawn to e6</p> <p>white: pawn captures on c6 from d5</p> <p>black: pawn to e5</p> <p>white: pawn captures on b7 from c6</p>	B8 becomes a queen. A message that black has taken a pawn is displayed	The Pawn on B8 should now be a Queen and it should display that Black has Taken One Of your Pawns	Pass	

			black: Knight to C6 white:b8 and select to Promote to a Queen				
SE-F5-707	FR5	Check that a Promotion is possible right after a capture	Start a fresh game, The moves are white: pawn to d4 Black: pawn to e5 white: pawn to c3 Black: pawn captures on d4 from e5 white: pawn to e3 black: pawn captures on c3 from d4 white: pawn to e4 black: pawn captures on b2 from c3 white: Knight to C3 black: pawn captures on a1 from b2 and try to promote to a queen	The promotion menu is opened next to the black player's name. When queen is chosen, a message is displayed saying that white has taken a black pawn	The Promotion menu should open next to the Name of the Black Player with 4 options for the player to choose From Knight, Queen, Bishop, and Rook. Then when the Queen is Chosen It Should Say that White Has taken a Black Pawn	Pass	
SE-F5-708	FR5	Check that Promotions are not possible with other pieces	Take Every other piece of white's to the 8th row meaning a bishop, rook, queen, and king	The promotion menu does not open	The promotion menu Should Not open since only pawns can promote	Pass	
<b>Castling Tests</b>							
SE-F5-801	FR5	Check that Castling is possible on the king's side	Start a fresh game, The moves are white: pawn to e4 Black: pawn to e5 white: Bishop to D3 Black: pawn to f6	Possible moves show that castling is possible on the king's side	It should Display That Castling is Possible on the King's side by Showing a Golden king on G1 and a Rook on F1	Pass	

			White: Knight to f3 Black: Bishop to c5. Now select the White King				
SE-F5-802	FR5	Check That Castling is possible on the Queen's side	Continue from Last Test, the moves are: White: Queen to e2 Black: Bishop to d6 White: pawn to b3 Black: Bishop to a3 White: Bishop on c1 captures Bishop on a3 Black: pawn to f5 White: Knight to c3 Black: pawn captures on e4 from f5 now Select the White King	Possible moves show that castling is possible on the queen's side	It Should Display that Castling is possible on the Queen's side by showing A Golden King on C1 and a golden rook on D1	Pass	
SE-F5-803	FR5	Check That Castling on the King's side works	Continue From Last test, Select the king and castle on the King's side	The board shows that G1 is occupied by the king and F1 is occupied by a rook	The King is now on the G1 Square and the Rook is on the F1 square	Pass	
SE-F5-804	FR5	Check That Castling on the Queen's side works	Continue From SE-F5-802, Select the king and castle on the Queen's side	The board shows that C1 is occupied by the king and D1 is occupied by a rook	The King is now on the C1 Square and the Rook is on the D1 square	Pass	
SE-F5-805	FR5	Check That Castling is disabled when the king is moved	Continue From SE-F5-802, Select the king and move to F1 then move Black's D pawn to D6 now select the King	Castling is not possible	The king has moved so castling is no longer Available for White	Pass	
SE-F5-806	FR5	Check That Castling on the king's side is disabled when the rook has moved	Continue From SE-F5-802, Select the Rook and move to F1 then move Black's D pawn	Castling is not possible	Castling is no longer available on the king's side	Pass	

			to D6 now select the King				
SE-F5-807	FR5	Check That Castling on the Queen's side is disabled when the rook has moved	Continue From SE-F5-802, Select the Rook and move to C1 then move Black's D pawn to D6 now select the King	Castling is not possible	Castling is no longer available on the Queen's side	Pass	
SE-F5-808	FR5	Check That Castling is disabled when there are places the enemy pieces can be on the next turn in between the king and the rook	Continue From SE-F5-802, Select the Knight on C3 and move to D5 then take Black's E pawn on F3 do any move as white except move the Queen, king, or any Rooks, Now Take the Queen on E2 with the F3 Pawn and Select the White King	Castling is not possible	Castling is no longer available as the pawn is blocking the Path between both Rooks and the King	Pass	
<b>FR6 – Detecting Check</b>							
SE-F6-001	FR6	Check That the king does not start off being in check	Start a new game	The board is displayed, and no kings are in check	At the Start of the Games none of the Kings should be in Check	Pass	
SE-F6-002	FR6	Check That putting the King in Check is Possible	Start a new game, Push white's D pawn to D4 then push black's E pawn to E6 then push white's E pawn to E3. Then Move Black's Bishop to B4	The board is displayed, and the king's square is highlighted yellow	This Should put the king in check and highlight a yellow square underneath him.	Pass	
SE-F6-003	FR6	Check that moving another piece unrelated to Blocking/ taking the enemy piece giving check to the king should not be possible.	Continue From Last test, try to move the D4 pawn to D5	The board is displayed, and the piece cannot be moved	Since the King is in check and that piece/ move Neither blocks nor takes the piece giving check it is not possible to be done	Pass	

SE-F6-004	FR6	Check That all Available Moves when given check are displayed	Continue from last test, there should be Displayed for this specific Check 7 Available moves	The board is displayed, and the possible moves are shown	The only available moves are as follows Move the King to E2, Move the Queen to D2, move the Bishop to D2, move the Pawn to C3, and move the Knight to B3 and D2	Pass	
SE-F6-005	FR6	Check that it is possible to get out of the Check state	Continue from last test, Move the pawn from C2 to C3	The board is displayed, and the king's square is no longer highlighted yellow	The King Should no longer be in check	Pass	
SE-F6-006	FR6	Check that it is not possible for you to move a piece which would then result in a check being given on your own king	Continue from last test, Move the Bishop from B4 to A5 and now try to push White's C pawn forward	The board is displayed, and the piece is not moved	Since the Rules of chess do not allow for the person to check themselves after moving one of their pieces The pawn on C3 cannot be Moved as it is pinned on to the King	Pass	
SE-F6-007	FR6	Check that it is not possible to escape check via Castling	Continue from last test do any moves for black except moving the Bishop while for white moving the bishop to D3 and Knight to F3, after which take with black's bishop on C3 checking the king and then try to castle	The board is displayed, and the piece is not moved	Since the King is in Check, he cannot castle	Pass	
SE-F6-008	FR6	Check if it is possible to capture a piece to escape check	Continue from last test, Capture the Bishop on C3 with White's Knight on B1	The board is displayed, and the king's square is no longer highlighted yellow	The king should no longer be in check as the bishop has now been Captured	Pass	
SE-F6-008	FR6	Check if it is possible to	White: E4 Black: E6	The board is displayed, and	The king should not be in check	Pass	

		perform En Passant to escape check	White: E5 Black: Knight A6 White: King E2 Black: Knight B8 White: King E3 Black: Knight A6 White: King E4 Black: D5 Then White pawn should be able to en passant the D5 pawn to escape Check	the king's square is no longer highlighted yellow	and En passant is possible and successfully done		
<b>FR7 – Detecting Checkmate</b>							
SE-F7-001	FR7	Check to see if Checkmate is Detected successfully for Black	Start a new Game, the moves are: White: F3 Black: E6 White: G4 Black: Queen H4	The game is ended and the black side wins	The Game should end and the square under the king should be red. The name of the Black player should be displayed saying 'Player Name' Wins as well as the end game prompt. This is Checkmate Because the King cannot go anywhere, and No Pieces can Block and or capture the Queen giving Check	Pass	
SE-F7-002	FR7	Check to see if Checkmate is Detected successfully for White	Start a new Game, the moves are: White: E4 Black: E5 White: Queen to F3 Black: Knight to E7 White: Bishop to C4 Black: Queen's Knight to C6 White: Queen to F7	The game is ended and the white side wins	The Game should end and the square under the king should be red. The name of the White player should be displayed saying 'Player Name' Wins as well as the end game prompt. This is Checkmate Because the King cannot go anywhere, and No Pieces can	Pass	



					Block and or capture the Queen giving Check. Especially not the King as Capturing the Queen would not be possible as it is being Protected by the bishop		
SE-F7-003	FR7	Check to see if user can perform a Fool's checkmate	Start a new game; White: F3 Black: E6 White: G4 Black: Queen to H4	The game is ended and black side wins	The Game should end and the square under the white king turning red. The victor's name is shown on screen	Pass	
SE-F7-004	FR7	Check to see if user can perform Scholar's checkmate	Start a new game; White: E4 Black: E5 White: Bishop to C4 Black: Knight to C6 White: Queen to H5 Black: Knight to F6 White: Queen to F7	The game is ended and white side wins	The game should end and the square under the black king turning red, the victor's name is shown on screen.	Pass	
SE-F7-005	FR7	Check to see if user can perform a Double checkmate	Start a new game; White: D4 Black: Knight to C6 White: B3 Black: Knight to B4 White: F3 Black: C6 White: Bishop to H3 Black: Queen to A5 White: G3 Black: Knight to d3.	The game is ended and black side wins	The game should end with the square under the white king turning red	Pass	
<b>FR8 – End of game</b>							
SE-F8-001	FR8	Check a prompt is displayed when the game ends	Start a new game, end it	The game ends and a prompt is displayed	An Endgame prompt should appear Saying which player	Pass	

					won having an option to save the replay and quit to the Menu		
SE-F8-002	FR8	Check if white can offer a draw	Start a new game. Offer a draw as white	Black Is prompted to either accept or decline the draw	Black Is prompted to either accept or decline the draw	Pass	
SE-F8-003	FR8	Check black can offer a draw	Start a new game. Make any move for white. Offer a draw as black	White is prompted to either accept or decline the draw	White is prompted to either accept or decline the draw	Pass	
SE-F8-004	FR8	Check accepting a draw works properly	Continue from last test. Accept the draw as white	The game is ended	The game is ended, and a popup prompt is displayed detailing the results	Pass	
SE-F8-005	FR8	Check returning to the menu from a draw works properly	Continue from last test. Press returns to menu button	Users are returned to the menu	The users are returned to the main menu	Pass	
SE-F8-006	FR8	Check declining a draw works properly	Start a new game. Click the draw button as white. Click the decline draw button	The game continues	The game continues	Pass	
SE-F8-007	FR8	Check resign button works for white	Start a new game. Click the resign button as white	Black wins	The game ends with black winning. A popup prompt is displayed detailing the results	Pass	
SE-F8-008	FR8	Check resign button works for black	Start a new game. Make any move for white. Click the resign button as black	White wins	The game ends with white winning. A popup prompt is displayed detailing the results	Pass	
SE-F8-009	FR8	Check returning to the main menu from a resignation works properly	Continue from last test. Press returns to menu button	The users are returned to the main menu	The users are returned from the main menu	Pass	
<b>FR9 – Quitting the game</b>							
SE-F9-001	FR9	Check that Clicking the Quit button gives you a prompt	Click on the Quit Button as either Player	A prompt is displayed	A prompt should come up saying "Are you sure	Pass	

					you would like to quit"		
SE-F9-002	FR9	Check that Clicking "No" returns you to the game in the same players turn	Continue from last test, Click No	The board is displayed	The game should return to the board at the same player's turn	Pass	
SE-F9-003	FR9	Check that Clicking "Yes" returns the users to the main menu	Continue from SE-F9-001, Click Yes	The main menu is displayed	The game should return to the Main menu	Pass	
<b>FR10 – Replay Game</b>							
SE-F10-001	FR10	Check that the jump to next move button works	Open a previous game. Press jumps to next move	Next move is displayed	Next move is displayed	Pass	
SE-F10-002	FR10	Check that when the end of the game has been reached the user cannot 'jump to the next move'	Continue from previous test. Keep jumping to next move until the last move has been played. Try to press jump to next move	The end of the game is reached	The end of the game is reached, and nothing happens after the button is pressed again	Pass	
SE-F10-003	FR10	Check that jump to previous move button works	Continue from previous test. Press jumps to previous move	The previous move is displayed	The previous move is displayed	Pass	
SE-F10-004	FR10	Check that at the start of the game the jump to previous move button does not work	Continue from previous test. Press jump to previous move until the starting board is displayed. Try pressing jump to previous move again	The starting board is displayed	The starting board is displayed, and nothing happens after pressing the button again	Pass	
SE-F10-005	FR10	Check that the quit button in the replay works	Continue from last test. Press the quit button	The main menu is displayed	The main menu is displayed	Pass	
<b>FR11 – Storing and restoring the game state</b>							
SE-F11-001	FR11	Check when 'replay game' is selected A file explorer window appears	Navigate to the main menu. Press 'replay game' button	A file explorer window is displayed	A file explorer window is displayed	Pass	
SE-F11-002	FR11	Check that the user is able to navigate through folders using the explorer window	Navigate to the main menu. Press 'replay game' button. Navigate into a	File explorer window shows folder that was navigated to	File explorer window shows the folder that was double clicked	Pass	

		by double clicking a folder	folder by double clicking it				
SE-F11-003	FR11	Check that the user is able to navigate up (to the parent file) using the explorer window	Continue from last test. Press the navigate to parent button	File explorer window shows parent folder	File explorer window displays the parent folder	Pass	
SE-F11-004	FR11	Check that invalid XML files are detected and not loaded by the application	Double click a .XML file that is not a save file from the game	The file is not selected, and the file explorer window remains open	The file is not selected, and the file explorer window remains open	Pass	
SE-F11-005	FR11	Check that corrupted save files are detected and not loaded by the application	Create a save file, open the save file and insert some random characters, and remove some	The file is not selected, and the file explorer window remains open	The file is not selected, and the file explorer window remains open	Pass	
SE-F11-006	FR11	Check that a valid save file is loaded	Select a valid save file	The replay screen open	A screen is displayed showing the starting board, with the option to jump to the next move	Pass	
SE-F11-007	FR11	Check that the names are loaded correctly from a save file	Continue from last test	The board is displayed with the names displayed by the correct colors	The correct names are displayed by the colors	Pass	
SE-F11-008	FR11	Check that a valid replay can be loaded	A valid ongoing game file has been made called 'SE-F11-007_Test'. Select this file	The game is loaded with the correct names and board layout	The game is loaded with the correct names and board layout	Pass	
SE-F11-009	FR11	Check that pressing save in an ongoing game opens a file browser	Create a new game. Call the white player 'player_white' and the black player 'player_black'. Press the save button	A file browser opens	A file browser opens	Pass	
SE-F11-010	FR11	Check that saving an ongoing game works correctly	Continue from last test. Create a folder and save the game under it	An XML file called '1.xml' is saved under the save folder	An XML file called '1.xml' is saved under the save folder. Load this save file. The board should display	Pass	

					with pieces in the starting position, the white player should be called 'player_white', and the black player is called 'player_black'		
SE-F11-012	FR11	Check that at the end of a round the ongoing game saves automatically	Continue from last test. Move the white pawn from F2 to F3	At the end of the turn an XML file called '1.xml' is saved under the save folder	At the end of the turn An XML file called '1.xml' is saved under the save folder. Load this save file. The board should display with pieces in the starting position, except for F3 contains a white pawn at F2 is empty. The white player should be called 'player_white', and the black player is called 'player_black'	Pass	
SE-F11-012	FR11	Check that saving a game replay opens a file browser	Start a new game. Move white pawn from G2 to G3. Move black pawn from C7 to C6. Move white pawn from H2 to H3. Offer a draw and accept it. When prompted press 'Save Replay'	A file browser is opened	A file browser is opened	Pass	
SE-F11-013	FR11	Check that saving a game replay works properly	Continue from last test. Select a location to save the file and save it	The save file contains 4 files: '0.xml', '1.xml', '2.xml' and '3.xml'	The save file contains 3 files: '0.xml', '2.xml', '3.xml', '4.xml'. These files contain the contents of each turn	Pass	

## **REFERENCES**

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## DOCUMENT HISTORY

<i>Version</i>	<i>Issue No.</i>	<i>Date</i>	<i>Changes made to document</i>	<i>Changed by</i>
0.1	63	01/05/2023	N/A - original version	ABD15
0.2	63	04/05/2023	Added Changes to the Test Spec to the Test Report	ABD15
0.3	63	04/05/2023	Fixed grammar mistakes and added a test in Checkmate	ABD15
0.4	63	04/05/2023	Passed all tests Except 3	ABD15
0.5	63	04/05/2023	Passed all tests	ABD15