

## Manual GUI Test for “Chess by Bryan Sharp”

Step 1: Open project in your IDE of choice

Step 2: Execute the function “main” in the class “Main.java”

Step 3: A Chessboard should show up on your screen, which should look exactly like the image below.



Step 4: Carefully examine the board to make sure the pieces are in the same place as they are in the image above.

Step 5: Attempt a legal white move. First click on the piece you want to move. Then on the space you want to move it to. Then click the button that says “End Turn”.

Step 6: Verify that the text that said “WHITE’s turn” now says “BLACK’s turn”.

Step 7: Attempt an invalid move using the same method from Step 5. A notification box should pop up and say “Invalid Move”. Press okay.

Step 8: Verify that it is still Black's turn after attempting the invalid move.

Step 9: Attempt a valid move of a black piece and hit the "End Turn" button.

Step 10: Verify that it is now White's turn.

Step 11: Click the "Surrender" button. A notification should pop up saying "WHITE surrendered"