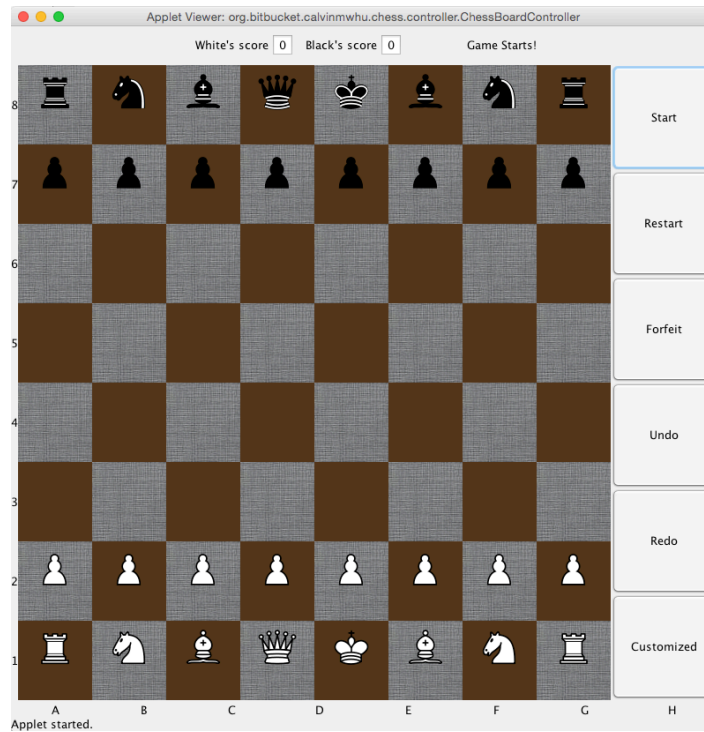


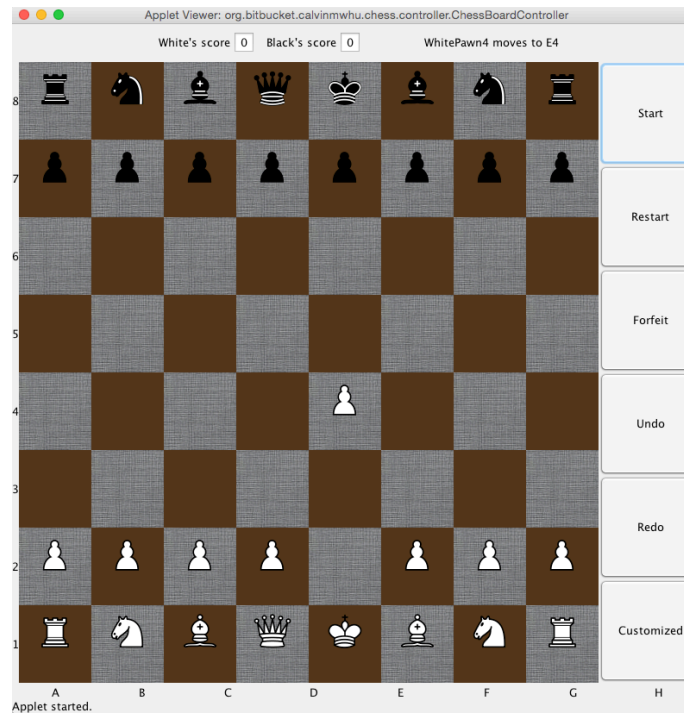
## Manual test plan for assignment 1.2

### a. Test checkmate:

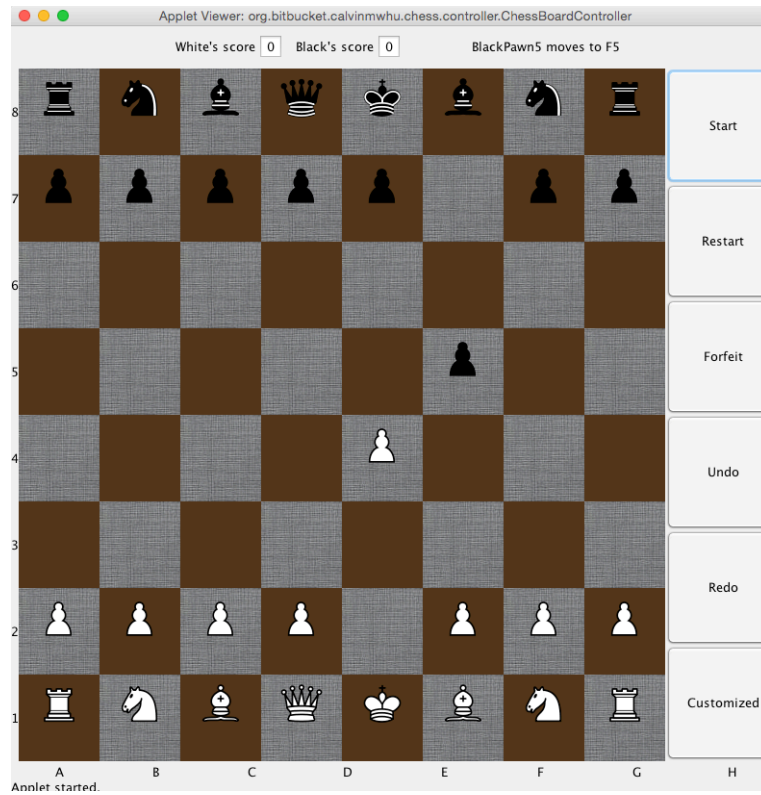
#### 1. start the game:



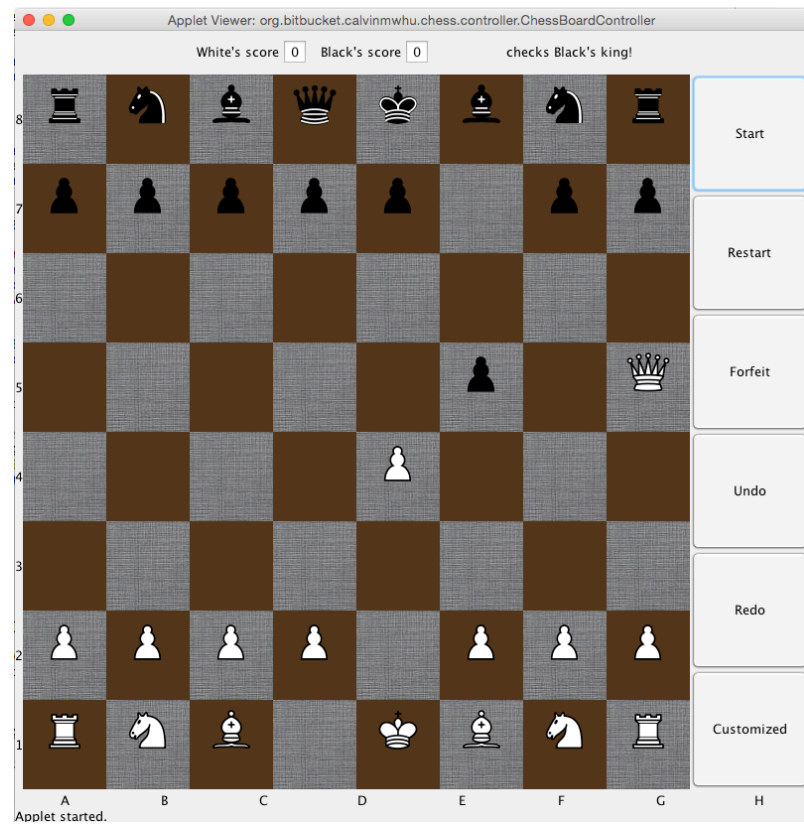
#### 2. move whitePawn4 to E4:



3. move blackPawn5 to F5:



4. whiteQueen moves to H5, checks black's king:



5. black king has no where to go, it's checkmated, gameover and white wins

