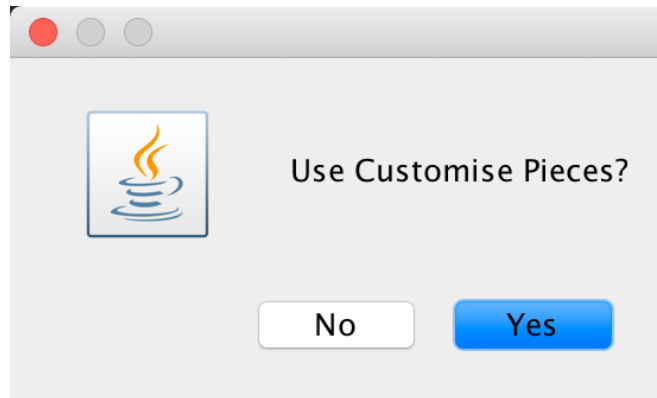
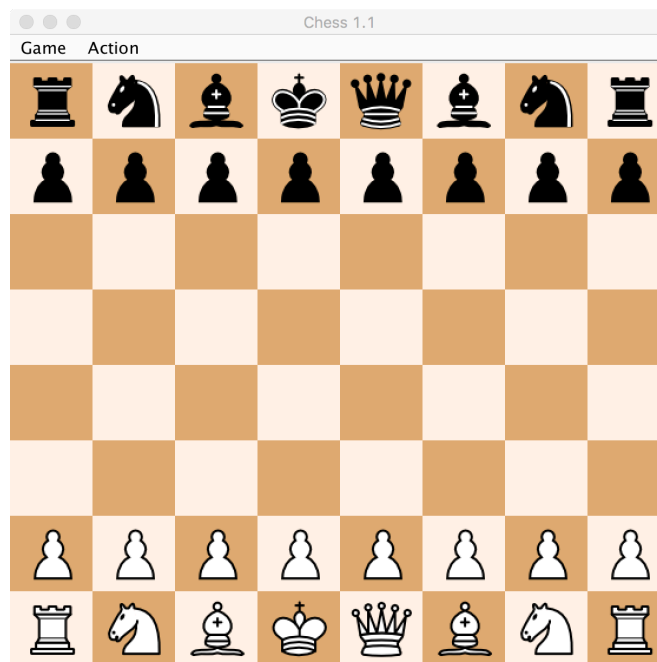


# Chess Game GUI Manual Test Plan

(1) After hit the “run” in IDE on “Assignment1.2/src/GUI/Main.java”. A customize selection window will show up.



If selected No, chess board will not be customized:



If selected Yes, chess board will be customized:

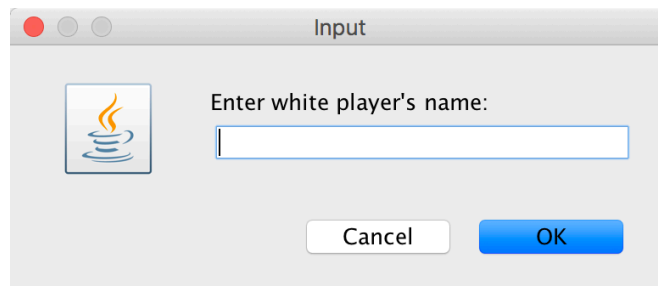


Special Moves:

(YaoMing) Move like a queen but restricted to a distance of two squares

(Range face\_1) Move like a Bishop that can step one square forward.

(2) White player can enter his/her name:



Player's name will be shown on the final score report.

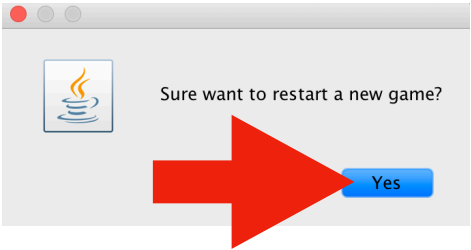
(3) Test Undo:



After Undo:



(4) Test New Game:



(5) Test Forfeit:



(6) Test CheckMate:

Test 1



Test 2

