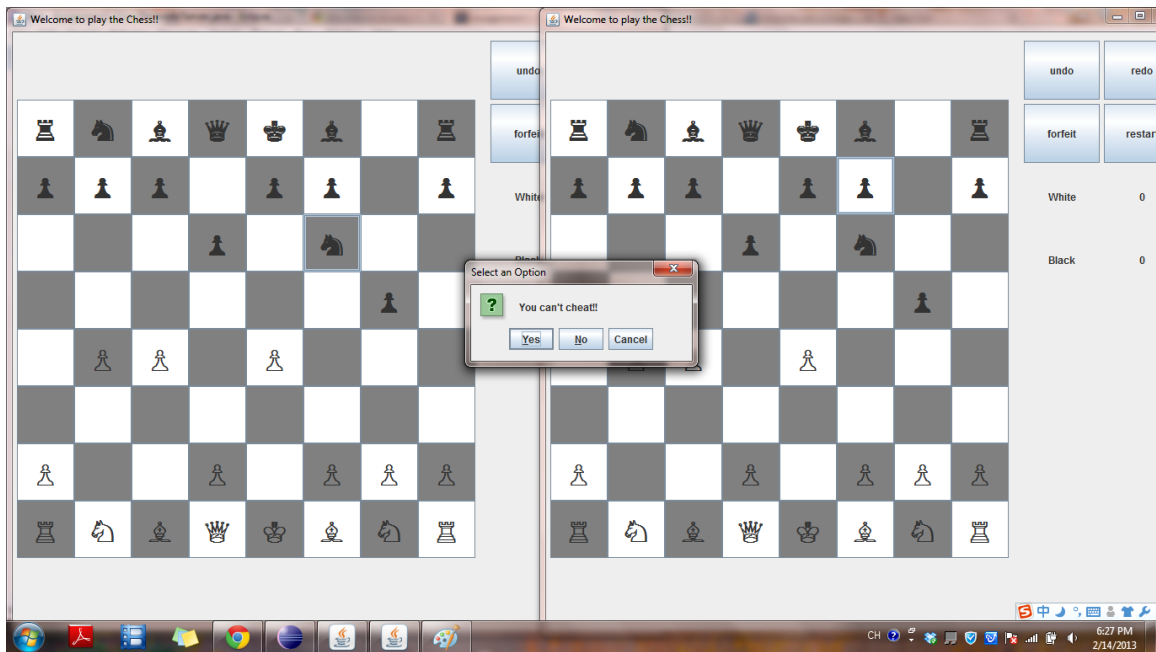


Manul Test Plan

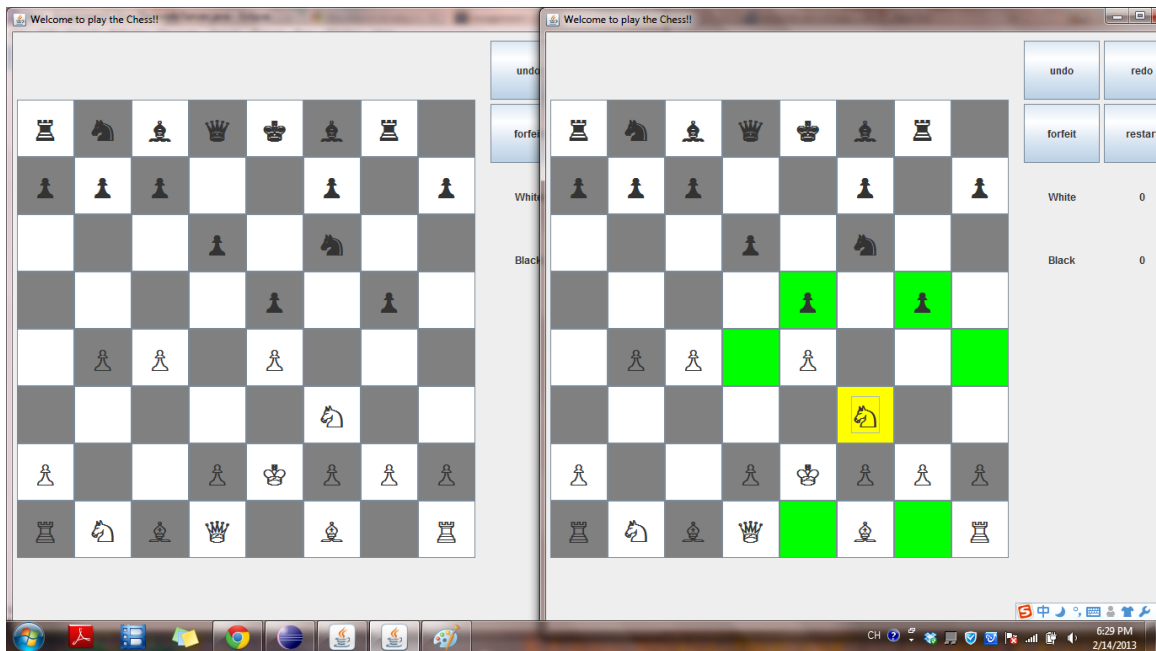
First, launch server and then client. The server will send a message "You can start now". Then the client can start to move.

I first check the legal and illegal movement.

This picture is for illegal movement. Then you click some sth can't move or it is illegal step. Then a window will pop out error message

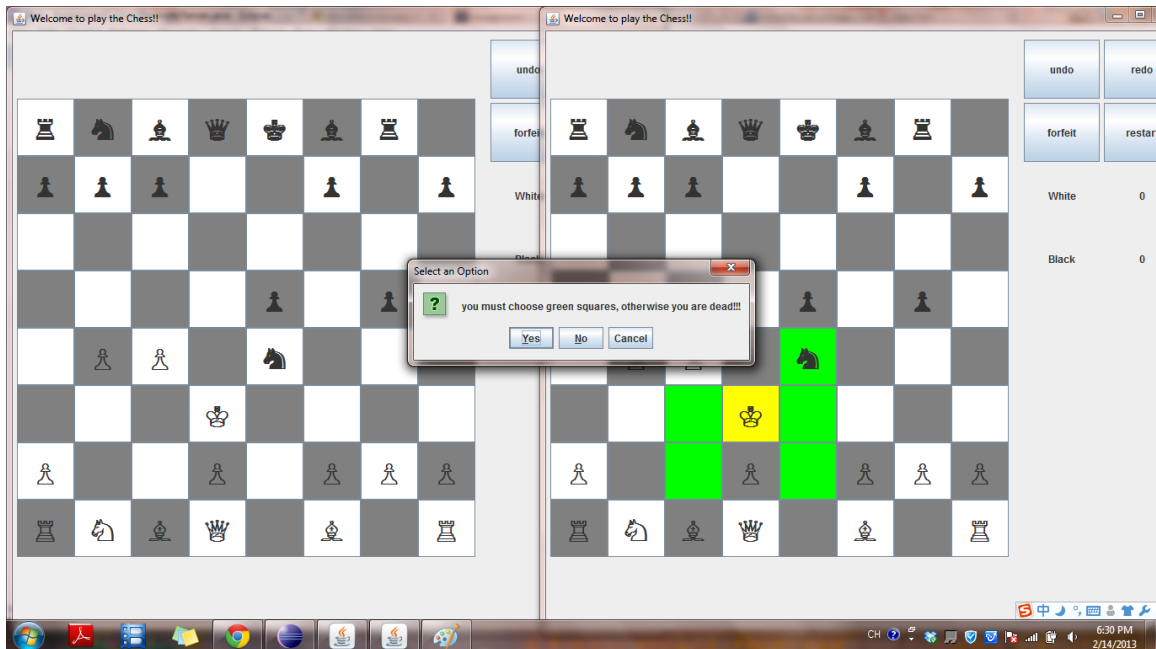


The green squares are all the squares that you can move. All the other are illegal.



I also check king in both server and client. At the first time of a turn starting, it will check king.

If king is checked, then you can only move king, but not other pieces.



When somebody win the game. A congratulation windows will pop out and at this time. All pieces can't move.

