Ari Berkson
Edgar Mota
Austin Harmon
Arom DeGraca
Leena Kahlon
Akhobir Khamidov

Tests

Model Movement: Model movement was tested by the “ObjMovementTest.cs” script. This script would move a piece around the board at certain time.
User Input: The user input was tested by the “MouseInputTest.cs.” Squares on the chess board could be clicked and a piece would then be moved to that square. The squares that were clicked on would also be highlighted.
Chess Game Controller: The chess game controller was tested through play testing. We tested to make sure the camera would switch after every turn, we tested to make sure the player would not be able to move a piece from the opposing team, and we tested to make sure a player could not capture their own pieces. We also used this script to do additional testing for the piece movement rules since this module gave us a good visual representation of what the rules were doing.
Online Play: The online play was tested similarly to the chess game controller. We tested to make sure the pieces moved on both clients when they needed to and that a player could only control their pieces.
AI: We tested the AI through the AI test controller. We made sure that the AI would only generate moves for the team it was playing for and that it would only move the piece into a valid square.
Piece: Piece creation and movement was tested by “PieceTest.cs” located in the Test_Scripts section of the project. The file built 2 boards and several pieces, one of each main piece and a hand full of pawns, and placed them on the board. The legal movements for each piece were run for the makeup of the board to determine which moves were either missing or incorrect.
Check/Checkmate: Checkmate was tested inside the Unity player by simulating different move scenarios and check configurations. Coordinates were displayed to the console and check values were monitored during every movement of a piece to be sure that all possible check situations were considered. Testing for check involved testing UpdateBoardThreat, the Chess Game Controller, and all check related functions in the Piece class.
UI/Menu: The UI menu actions were tested following manually performing the actions specified by the menu_test_sequence_diagram.

Additionally there were class functionally test scripts that were written specifically, BoardTest.cs and PieceTest.cs in Chess/Assets/Scripts/test_scripts.