| ID | Description | Steps | Expected | Actual | Results | Comment |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Initialization | Create a new instance of the Chess class. | The Chess object is initialized and a new game of chess is started using the starting position. | The Chess object is initialized with no error and starts at expected. | ✅ |  |
| 2 | Display | Call the display() method on the Chess object. | The current state of the chess board is displayed using chess characters. | The board is displayed very well and each piece is placed in their correct position. | ✅ |  |
| 3 | Check state | Call the check\_state() method on the Chess object after making several moves. | The check\_state() method returns a string indicating the current game state based on the current board configuration and move history. | This function returns the correct state of the game, this is very useful for a smooth game experience. | ✅ |  |
| 4 | Fifty move rule | Make no pawn moves or piece captures for 50 consecutive moves, then call the fifty\_move\_rule() method on the Chess object. | The fifty\_move\_rule() method detects that the fifty-move rule has been triggered and prompts the player to choose whether they want to claim a draw or not. | This is detected. | ✅ |  |
| 5 | Five-fold repetition rule | Reach a position that has occurred five times previously, then call the five\_fold\_rule() method on the Chess object. | The five\_fold\_rule() method detects that the game has reached a five-fold repetition and declares a draw. | This is detected. | ✅ |  |
| 6 | Checkmate | Reach a board state that is a checkmate, then call the is\_checkmate() method on the Chess object. | The is\_checkmate() method correctly determines that the game has ended in a checkmate. | Based on the state of the game and the position of each piece on the board, a checkmate is determined correctly. | ✅ |  |
| 7 | Dead position | Reach a board state that is a "dead position" where neither player can win, then call the is\_dead\_position() method on the Chess object. | The is\_dead\_position() method correctly determines that the position is a "dead position". | This is detected correctly. | ✅ |  |
| 8 | Draw | Reach a board state that is a draw, then call the is\_draw() method on the Chess object. | The is\_draw() method correctly determines that the game has ended in a draw. | The draw is detected correctly. | ✅ |  |
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