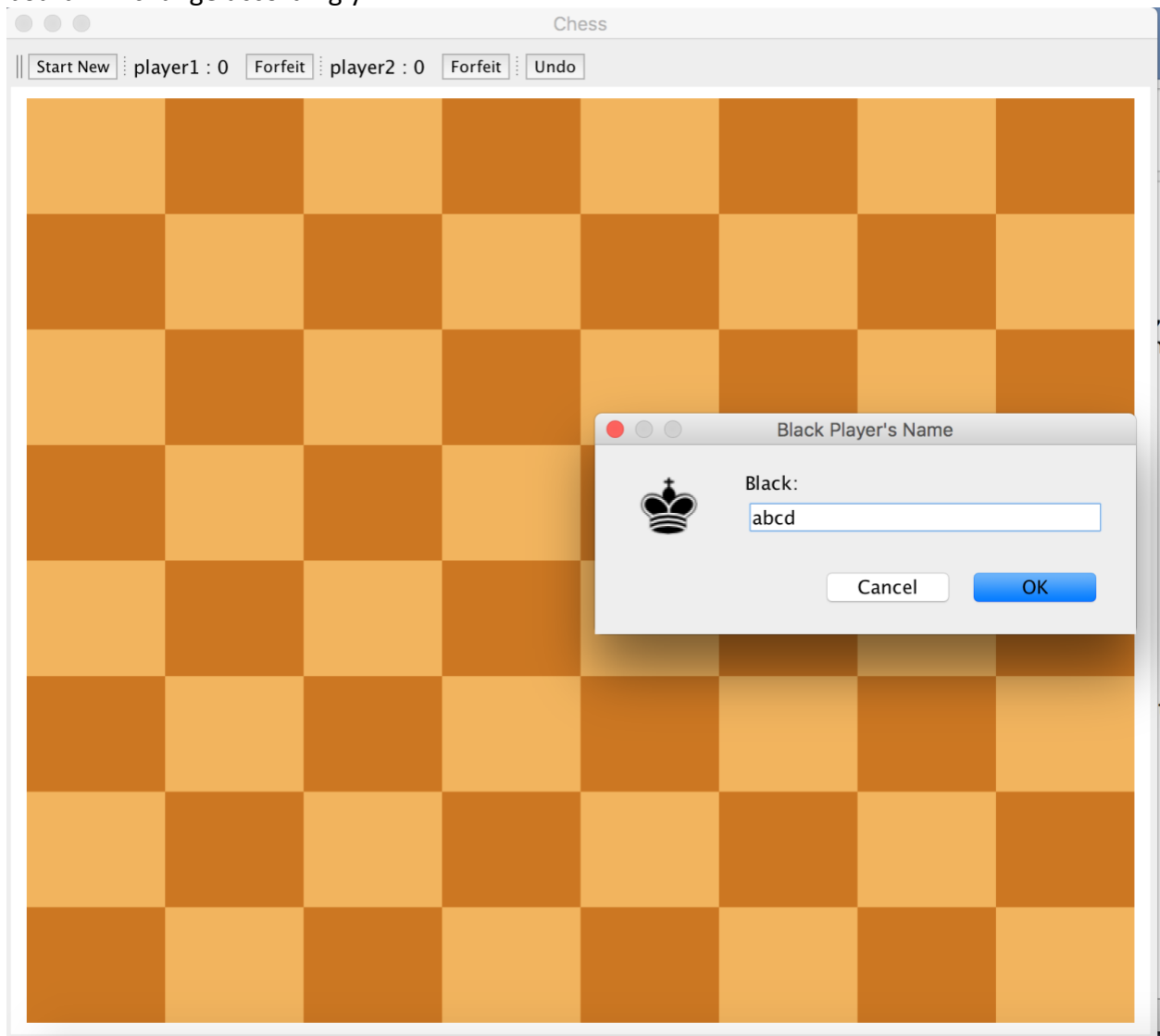
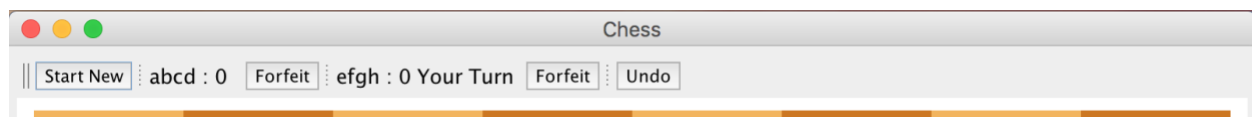
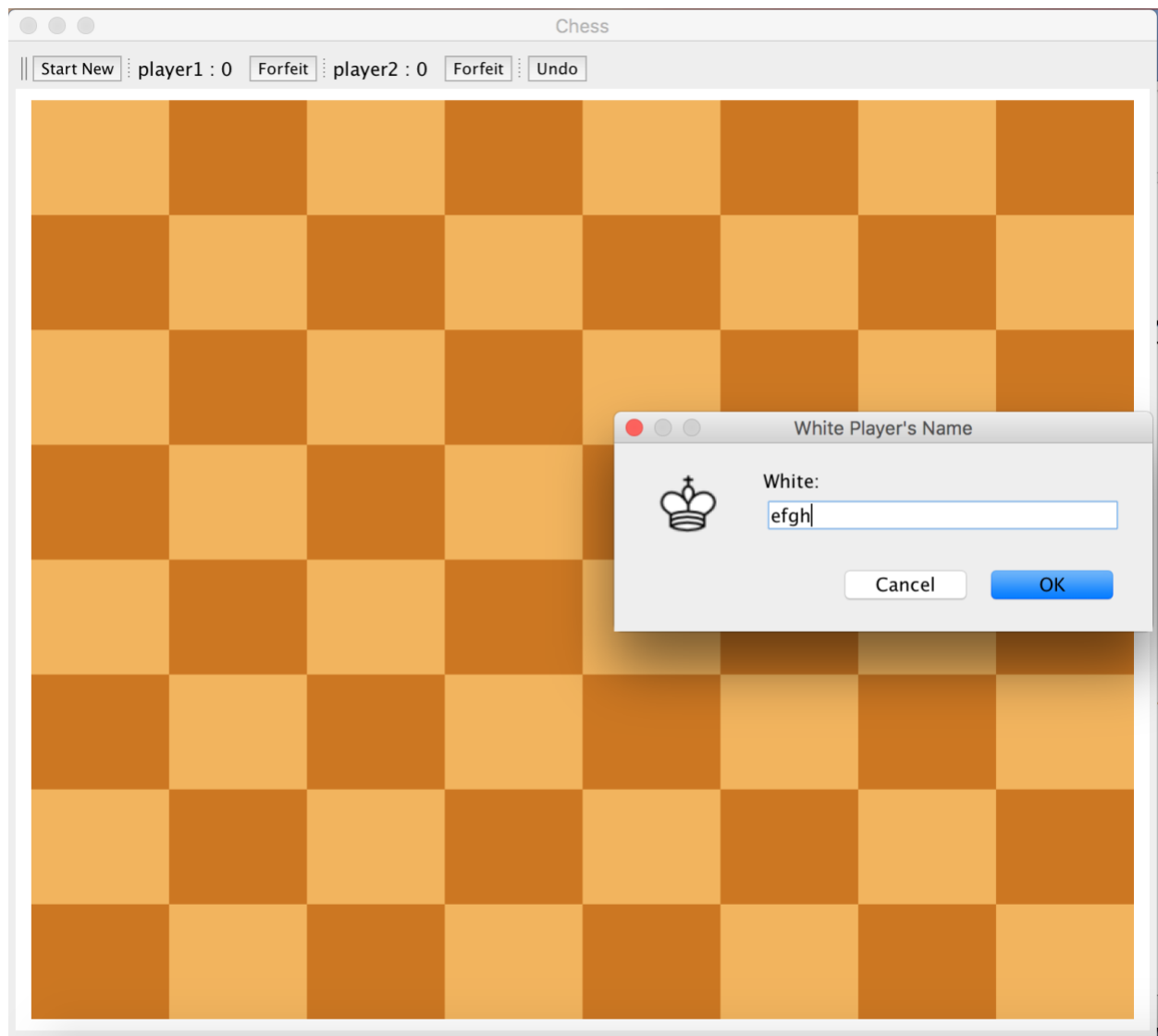


## CS242 Assignment 1.1 GUI Manual Test Plan

### Test Running

Testing whether or not the GUI will start properly. After it starts, a prompt to enter each piece holder's name will appear. After entering the names, the name on the top of the chess board will change accordingly.





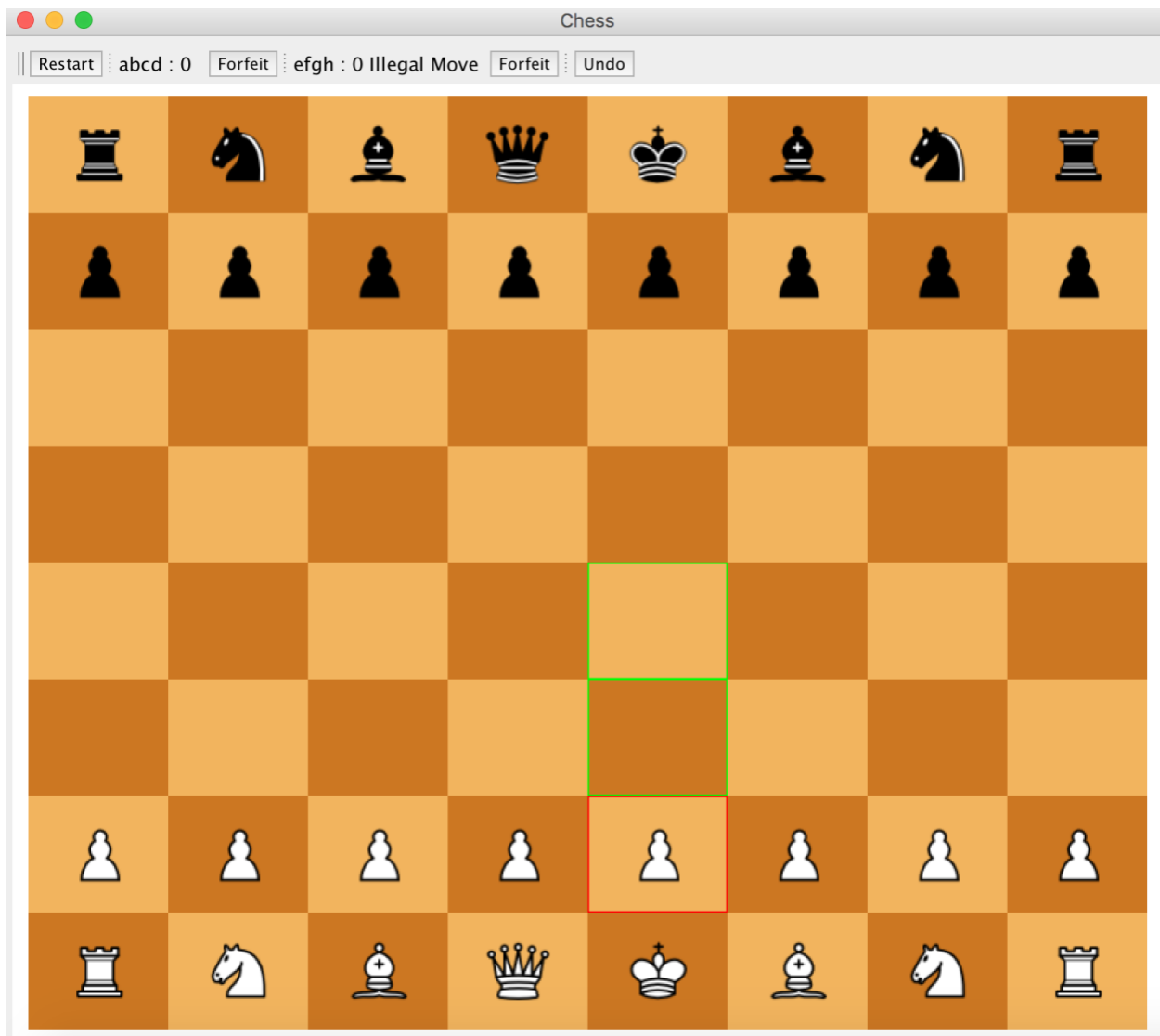
### Test Start New

Testing whether the start new button is functioning. Clicking on the start new button will place chess pieces on the chess board.



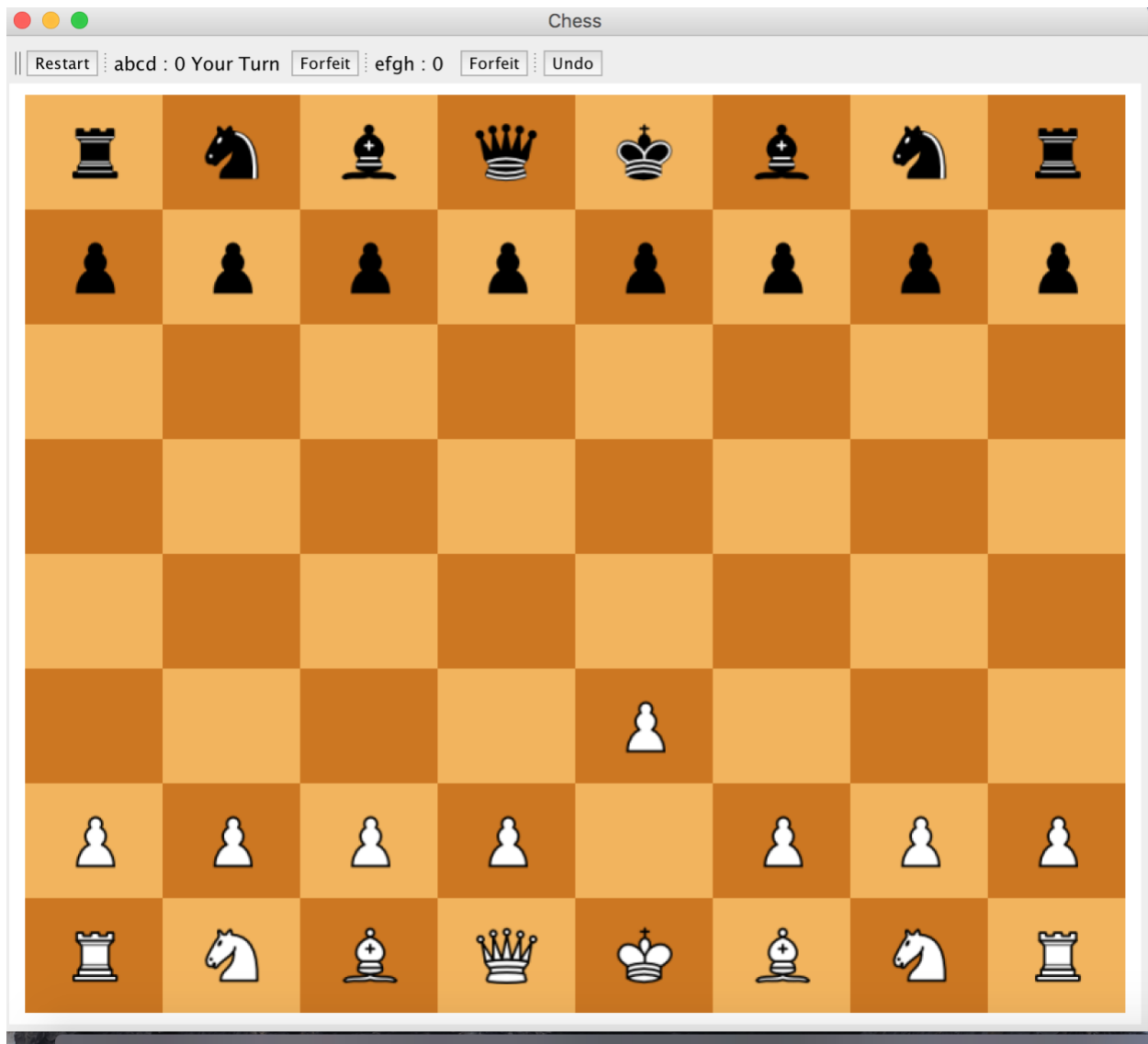
### Test Possible Moves

Left click at the pawn in front of the king. The border of the pawn will become red indicating it is being selected and the two squares in front of it will have green border indicating the possible move it can take.



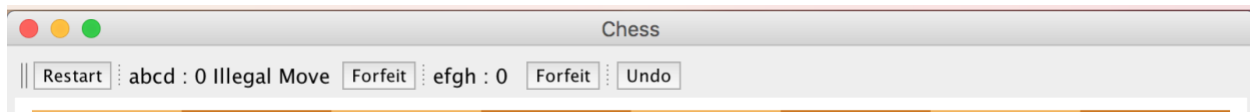
### Test Move

While the pawn in front of the king is being selected, move it one square further by clicking at the square in front of it. And the turn message gets updated saying it is black holder's turn.



### Test Illegal Move

When it is the black holder's turn, try to move a white piece by clicking on a white pawn and click the square in front of it. The message for black holder will display illegal move. Then try click on a black pawn and move it one square further to make sure that the black holder does not lose his turn for attempting an illegal move.



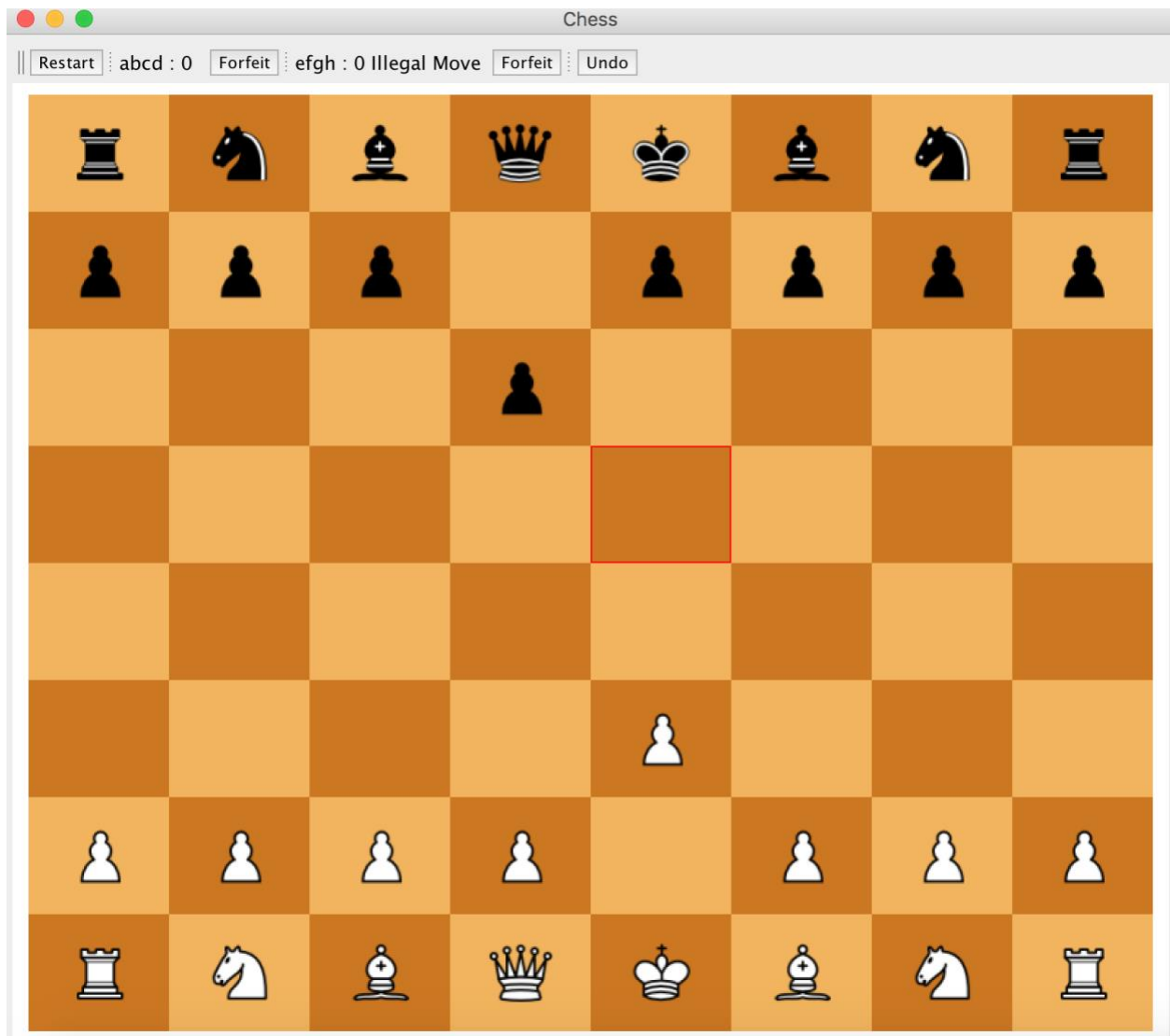


### Test Move Pawn First Move

Now it's white holder's turn. Select the piece that was moved and its accessible area should only include on square because it is not its first move.



Try moving it two steps further will yield illegal move message.

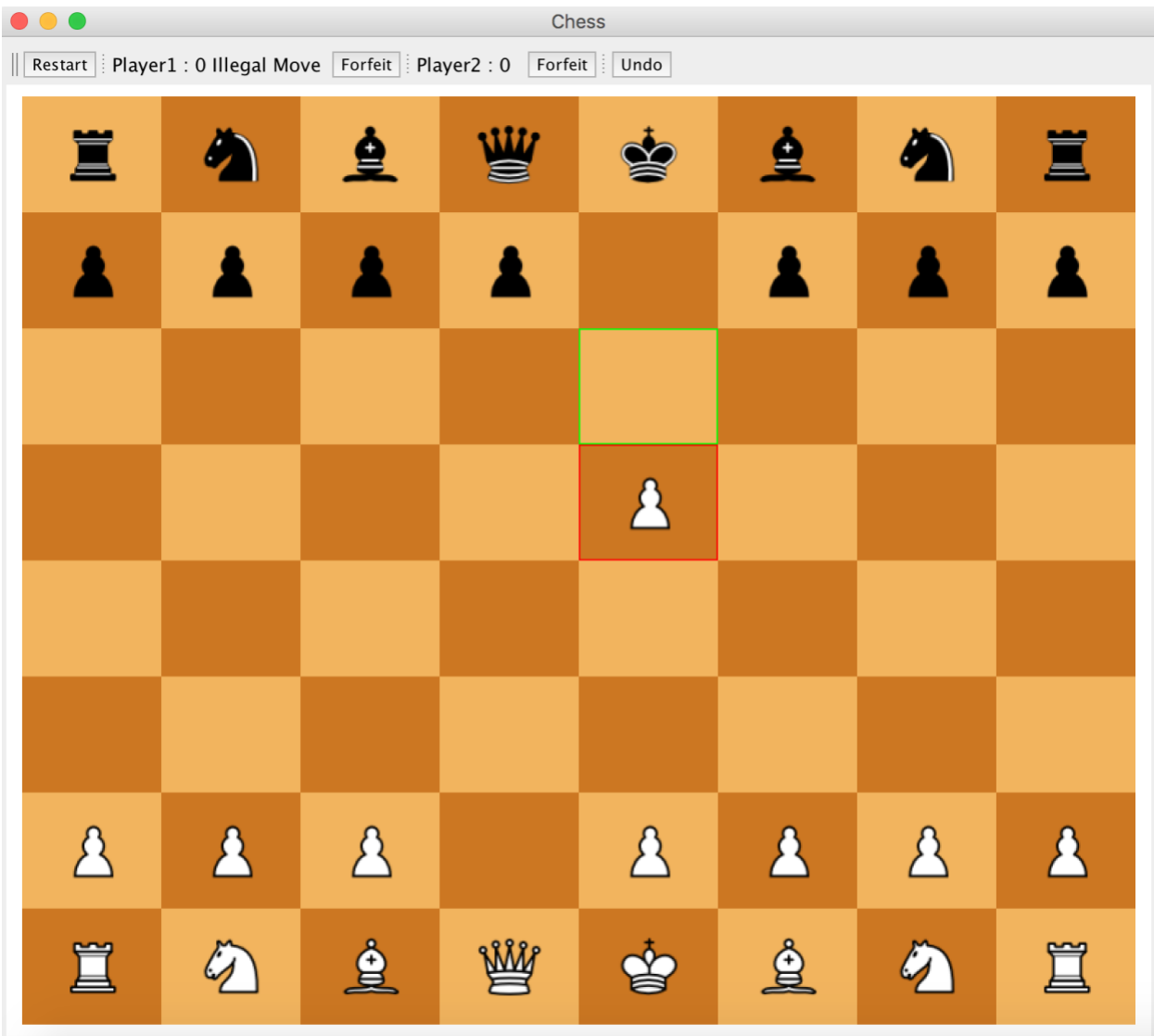


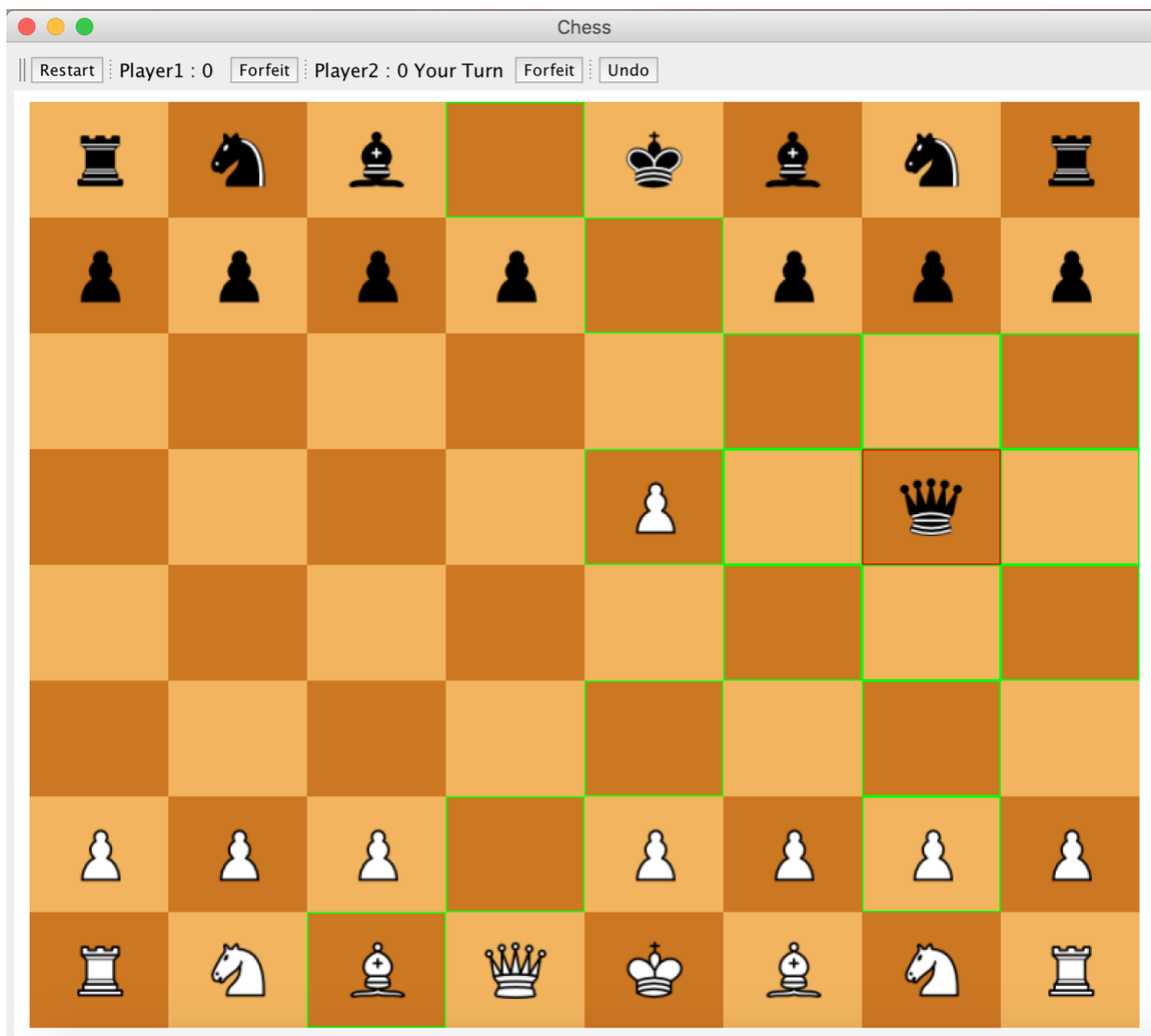
### Test More Moves

Test each piece's movement one by one. Make sure pieces move the same as it is supposed to (refer to [https://en.wikipedia.org/wiki/Chess\\_piece](https://en.wikipedia.org/wiki/Chess_piece) to see how each piece moves if you are not familiar). Make sure no piece leaps other piece except knights. Make sure no piece capture friendly pieces. Make sure pieces can capture enemy pieces. There are a few images you should see if you follow the step indicated one by one:

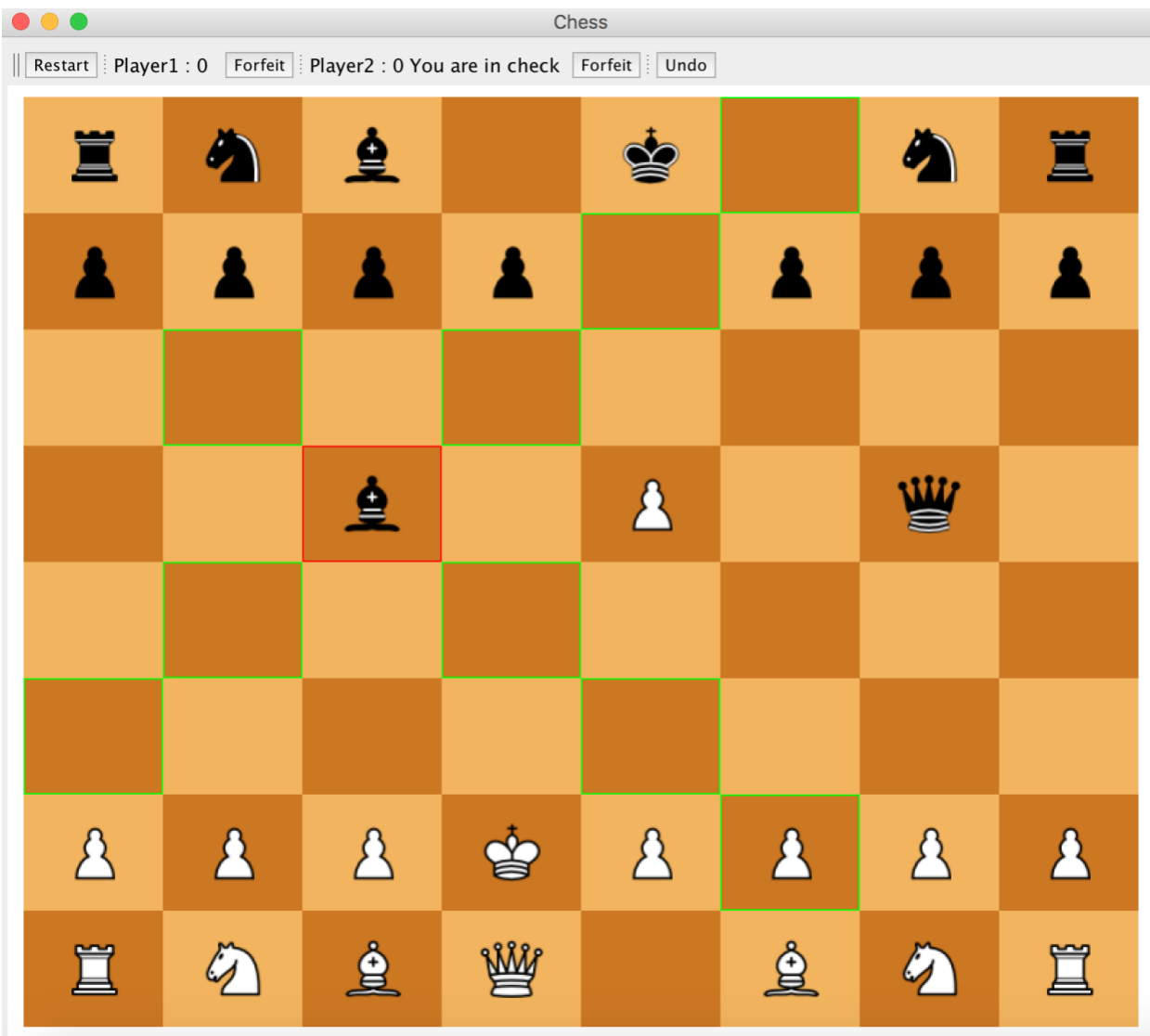














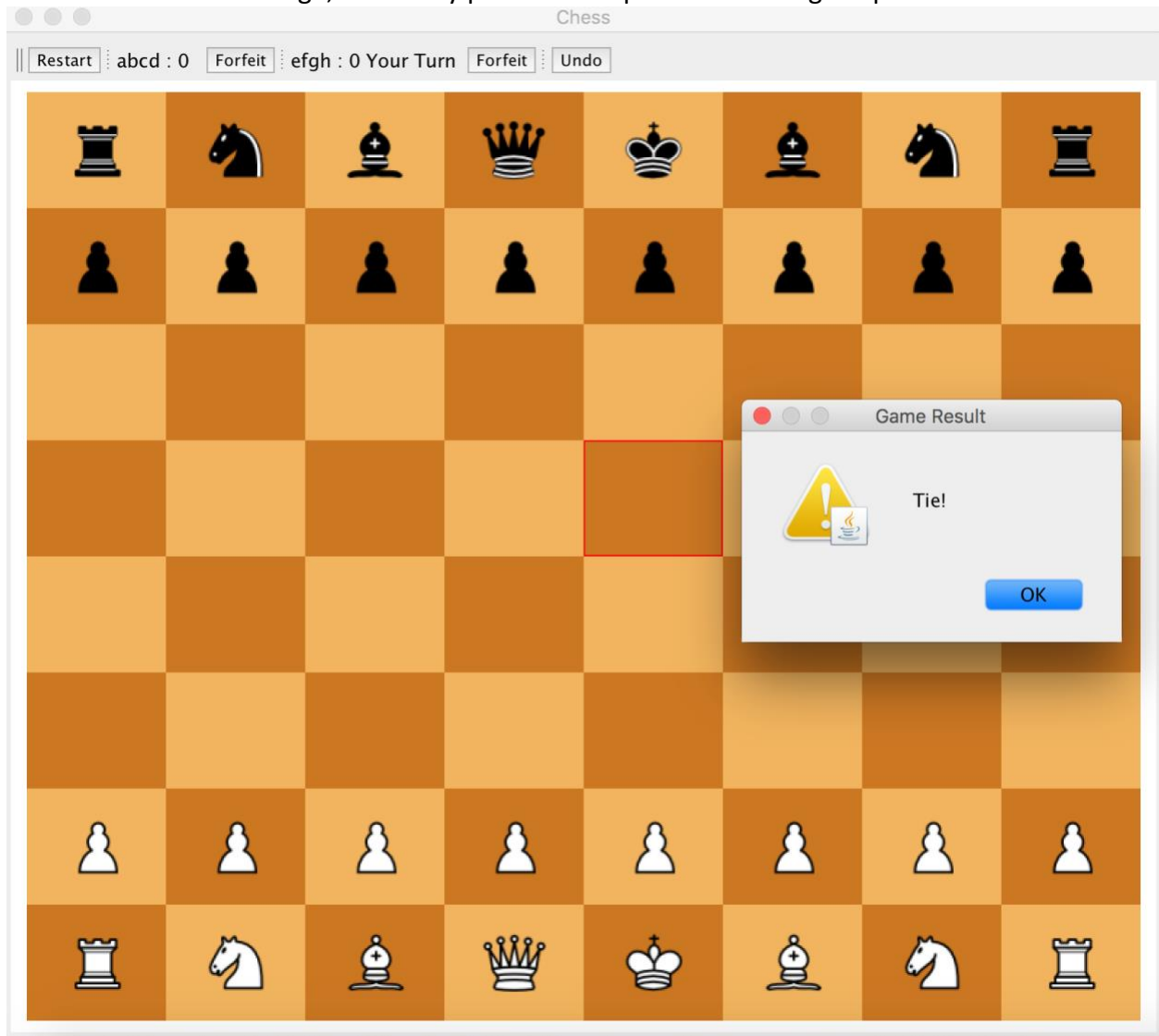


#### Test Restart

If the two players agree, one of them can click the "Restart" button and a prompt saying the game result is a tie will appear.



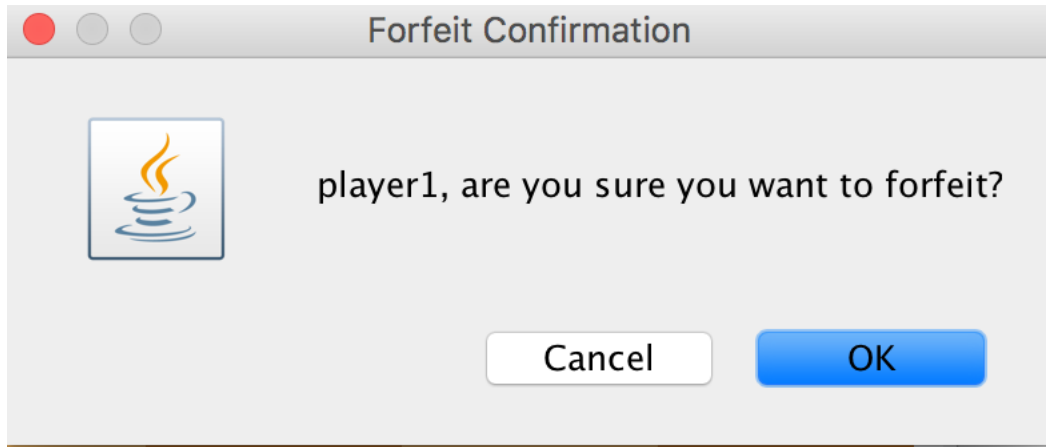
The score does not change, and every piece will be placed to its original position.



### Test Forfeit

There are two forfeit buttons, each for a player. If a player clicks the forfeit button, the other player wins. So click the left forfeit button, there will be a confirmation pop-up.

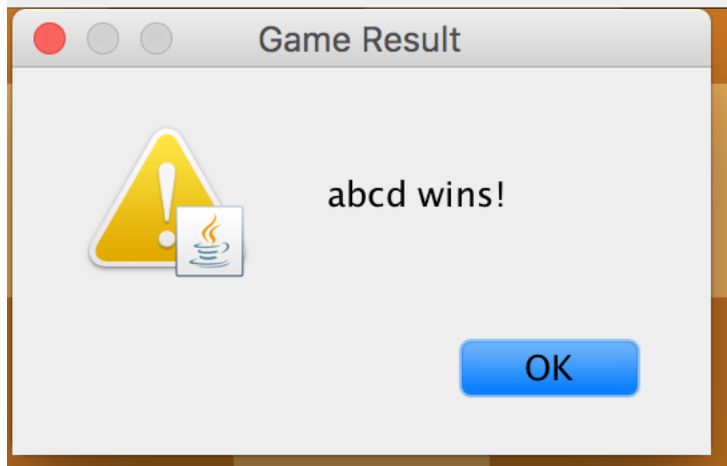
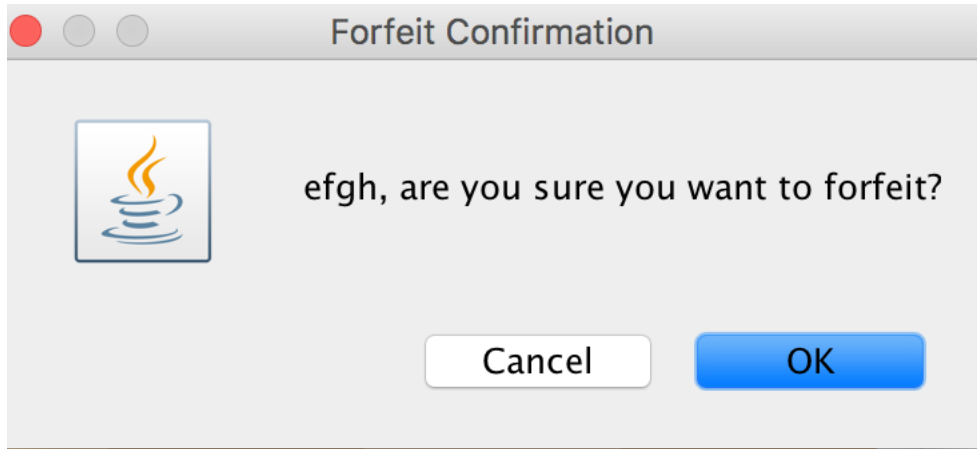




Hitting cancel will result in nothing but hitting ok will cause the player to lose the game and the scores are updated.



Do the same thing to the second forfeit button and make sure it does the same thing.





Test Undo

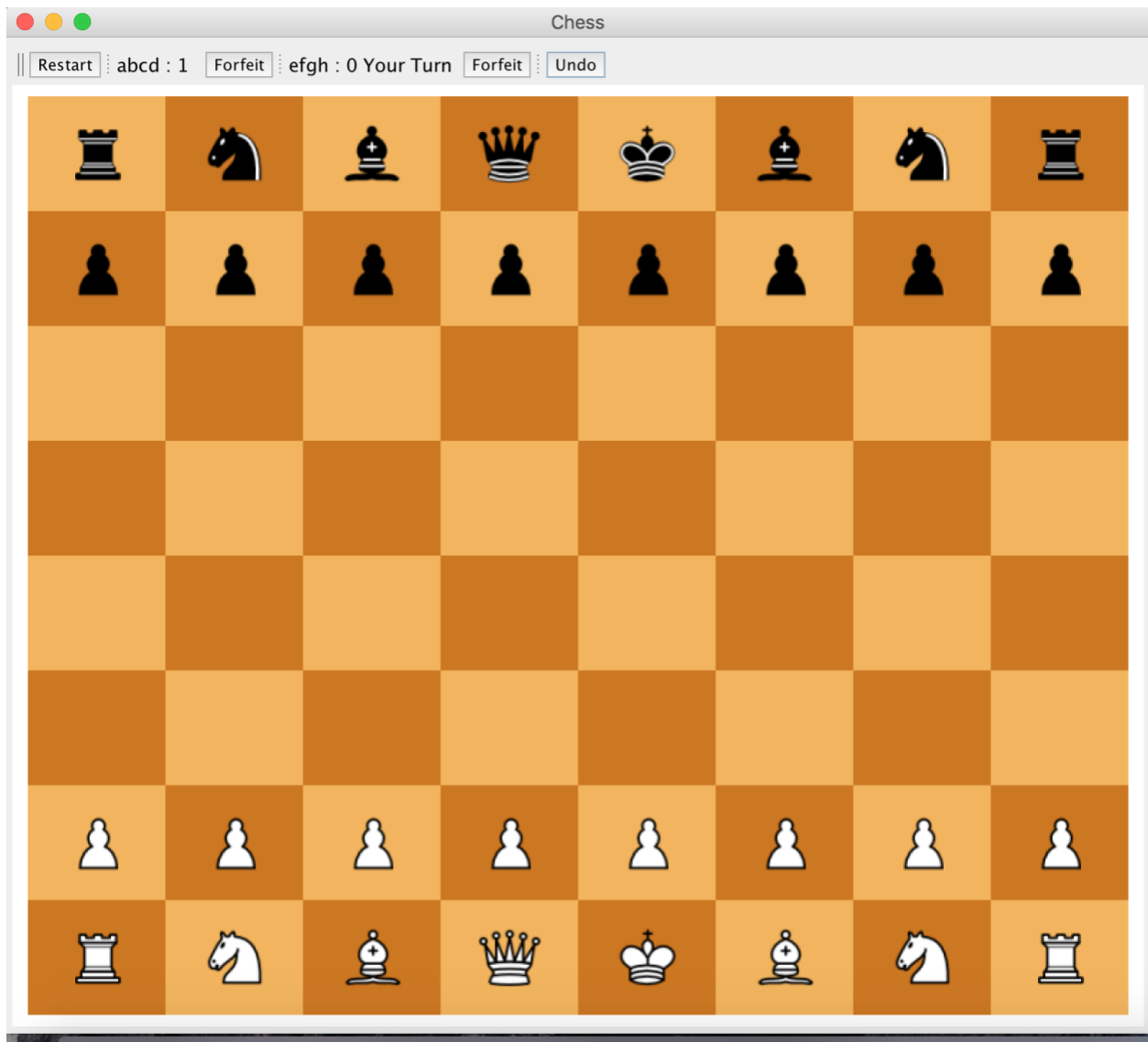
Make two legal moves like this.



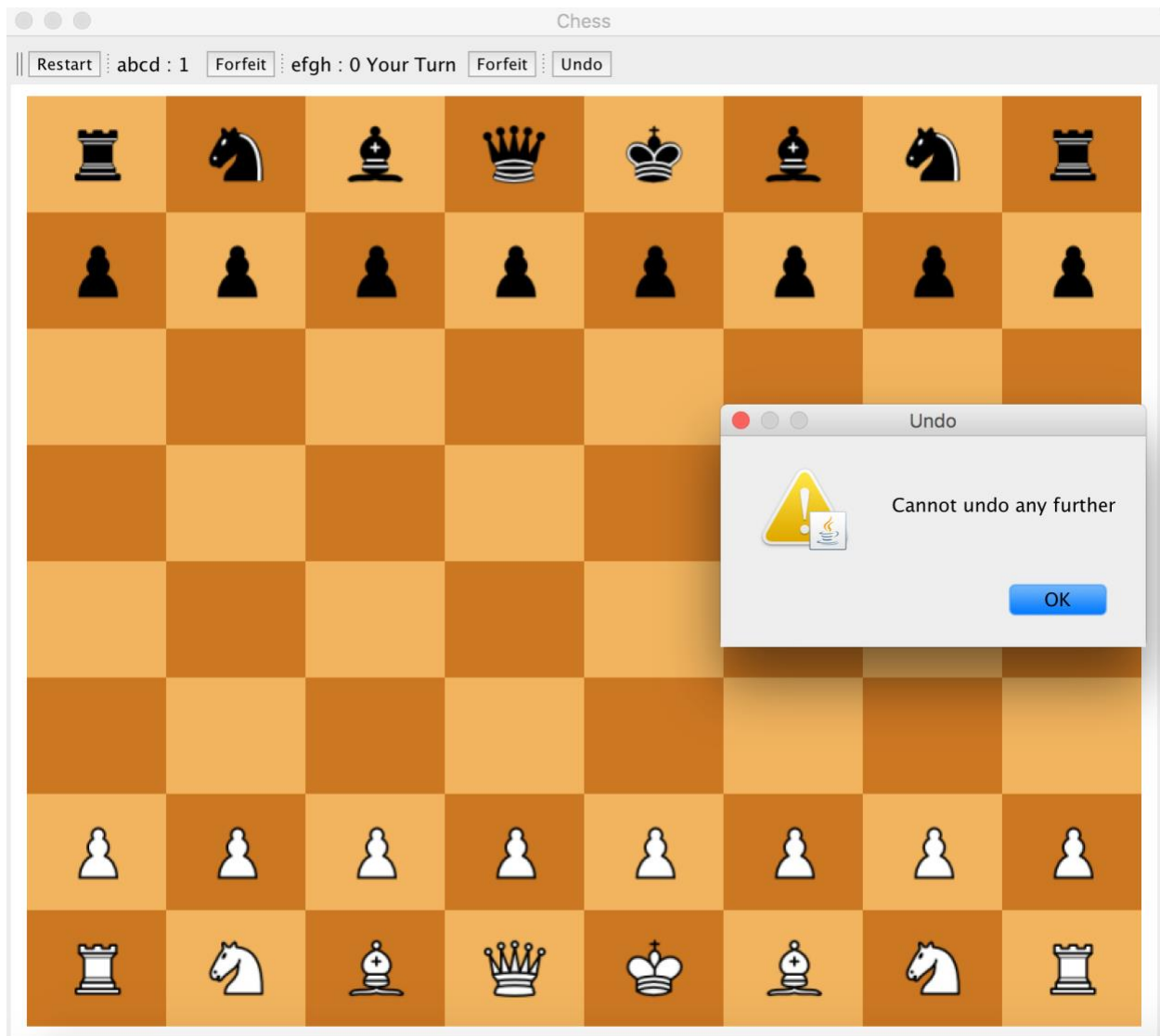
Click “undo” once yields this.



Click “undo” a second time will restore original set up of the game.

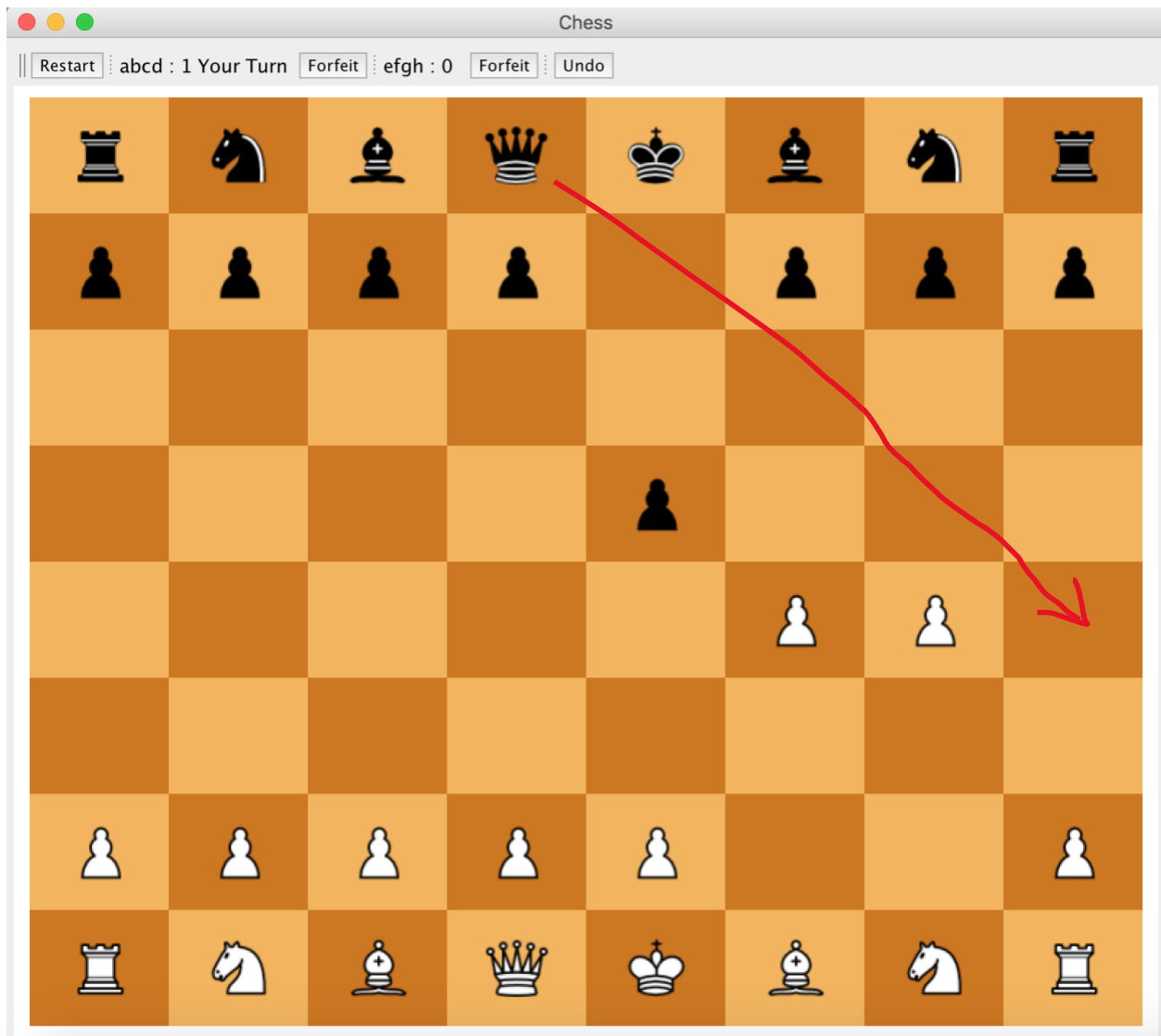


Then clicking “undo” will show the following error message.



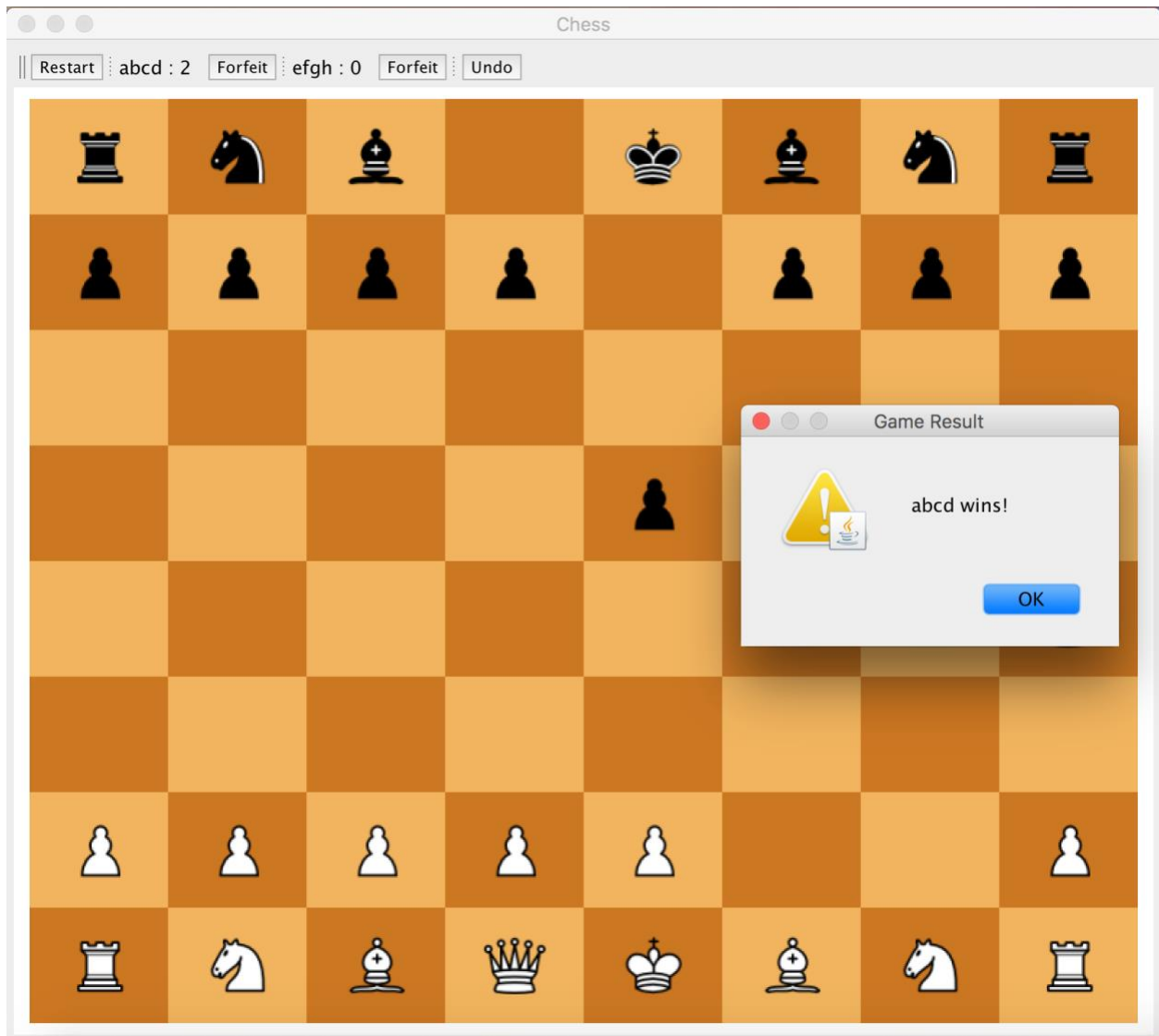
Test Checkmate

Move the piece such that the board look like this:



Then move the black queen to the marked position will be a checkmate and black player will win.





### Test Stalemate

Move the pieces such that your board is the same as the following. Then there is a stalemate and the game is tied.

