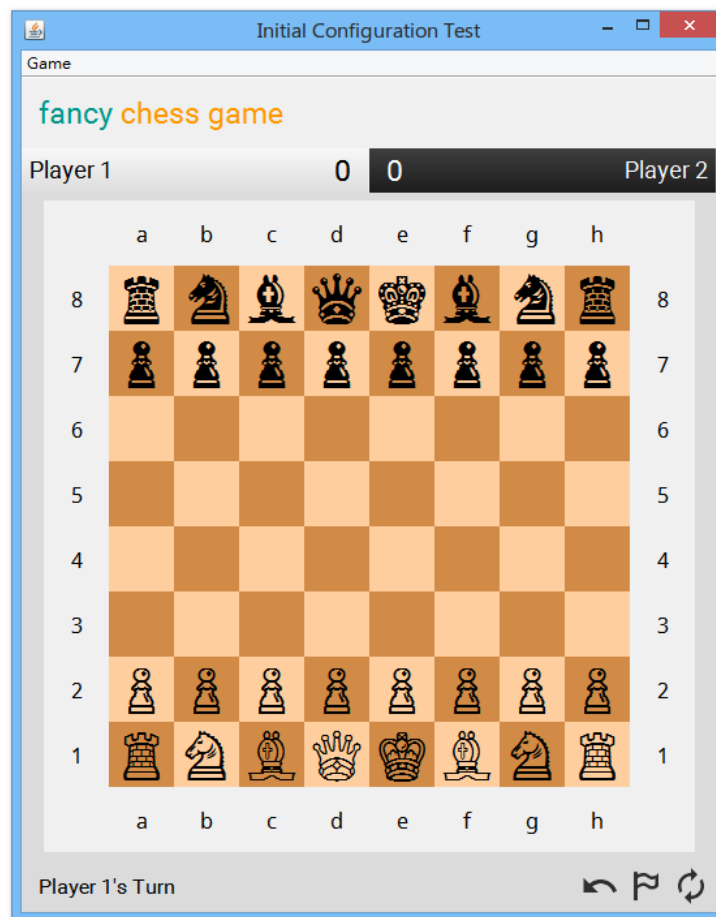


# Manual Test Plan

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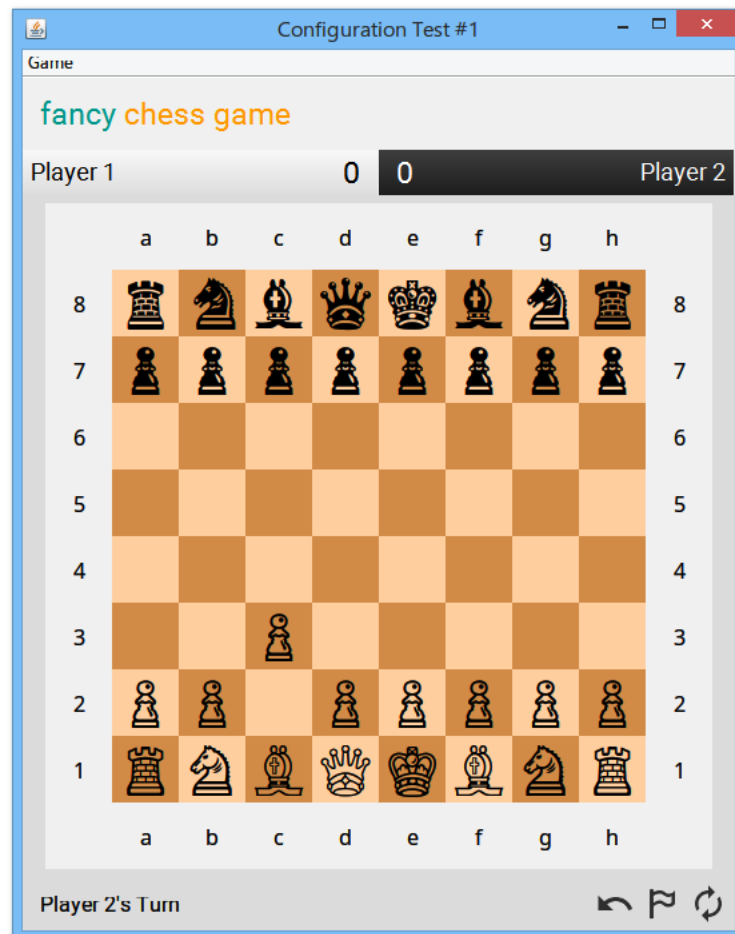
## Initial Configuration Test

Start the program and a chess board should appear with the correct initial configuration of a normal chess game and proper numbers and letters around the board. The chess board should stay in the middle when the window is resized. The bottom should state it is Player 1's turn.



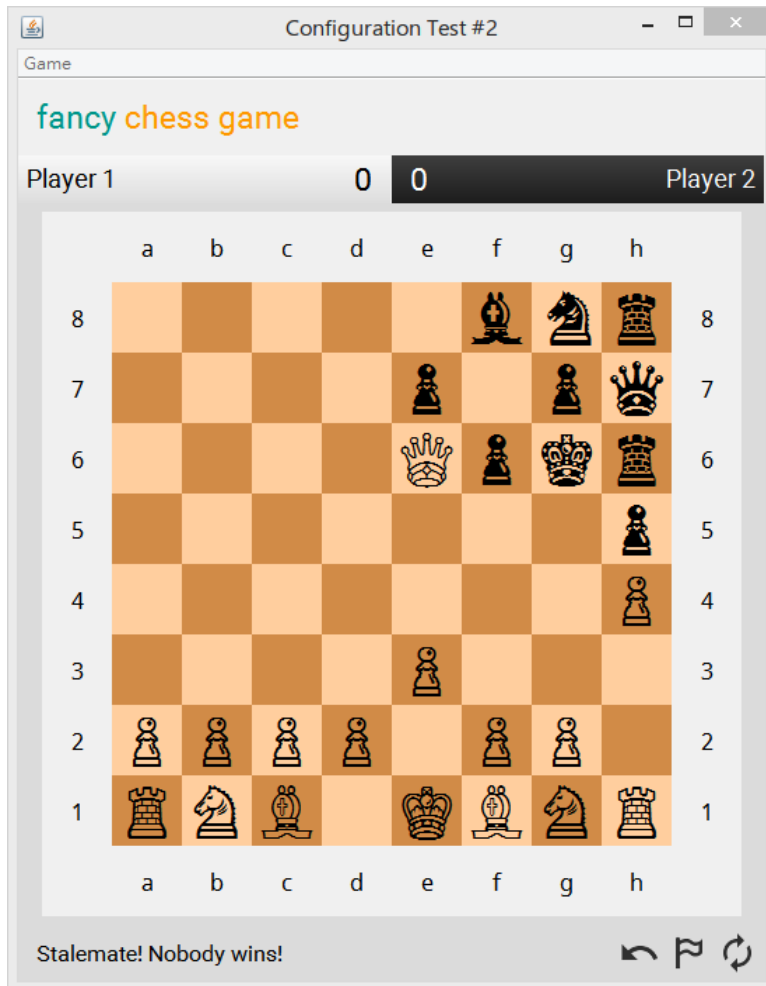
## Configuration Test 1

Start the program and a chess board should appear with the configuration as shown as below, with text at the bottom indicating Player 2's turn.



## Configuration Test 2

Start the program and a chess board should appear with the configuration as shown as below, with the text “Stalemate! Nobody wins!” at the bottom along with a message modal.



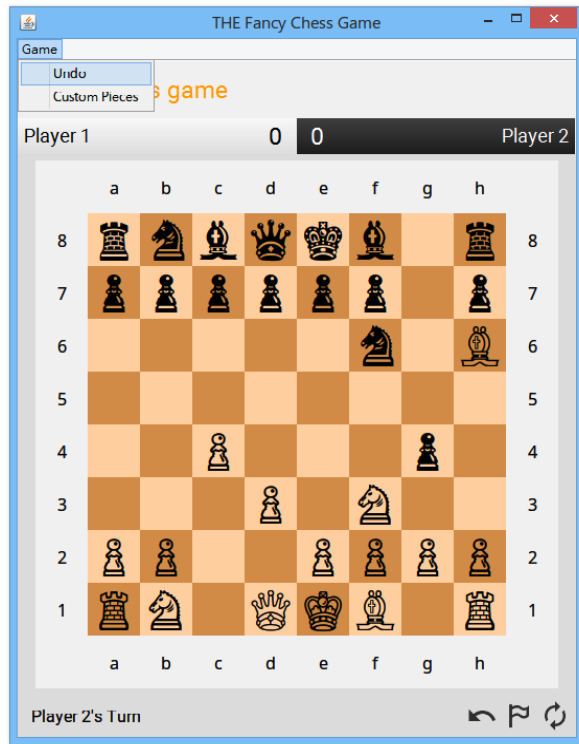
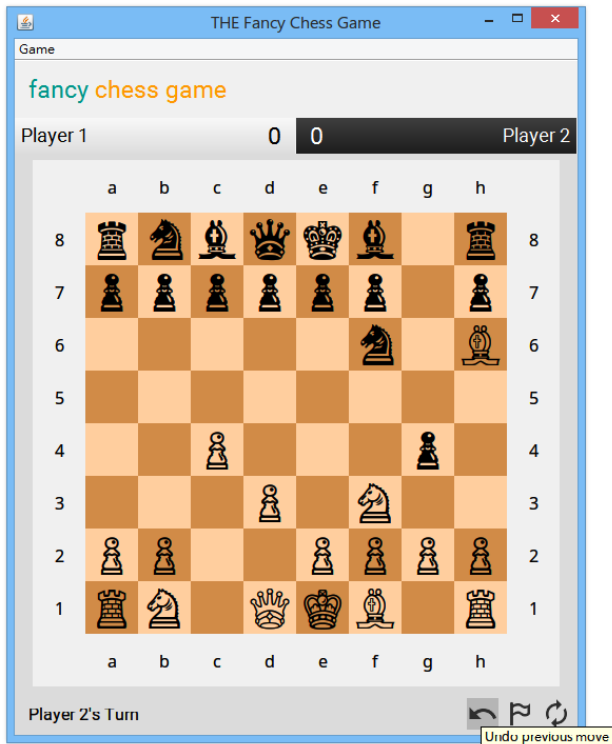
## Dimension Large Test

Start the DimensionLarge method in GUITest and a 16 by 16 chess board with alternating backgrounds should appear with the correct numbering.



## Undo Test

Start the program normally and move some pieces around. Clicking the “undo” button at either the bottom right corner or in the menu should undo the previous move. Moves should be able to be undid to the initial configuration.



## Toggling Custom Pieces

Clicking the “Custom Pieces” checkbox should enable custom pieces at the next game.



## Changing Player's Names

Clicking the score bar should let you change the corresponding player's name. Name should only change when the OK button is clicked.

