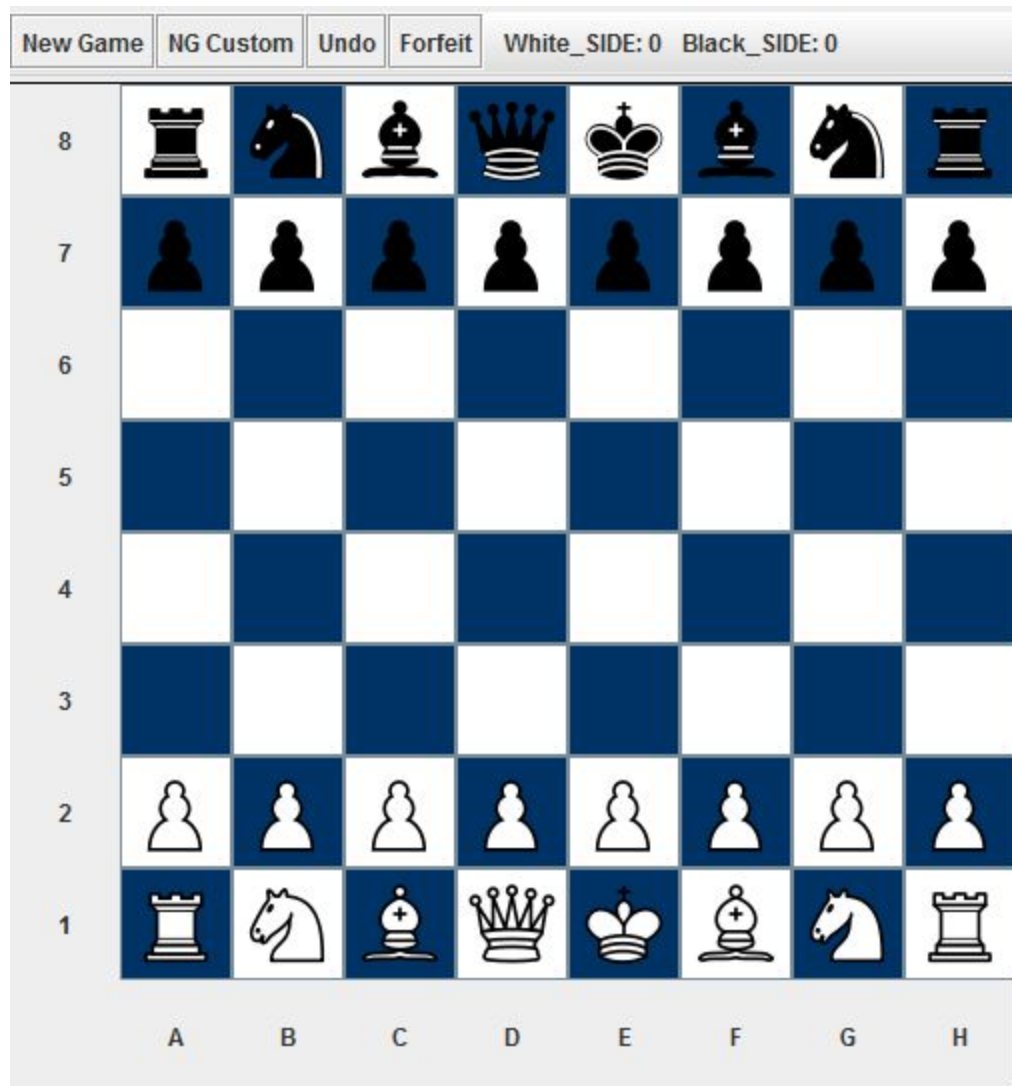First off, make sure that the board is initialized correctly. Check if the numbering and lettering works and that nothing happens when the board is clicked (since there are no pieces on the board)
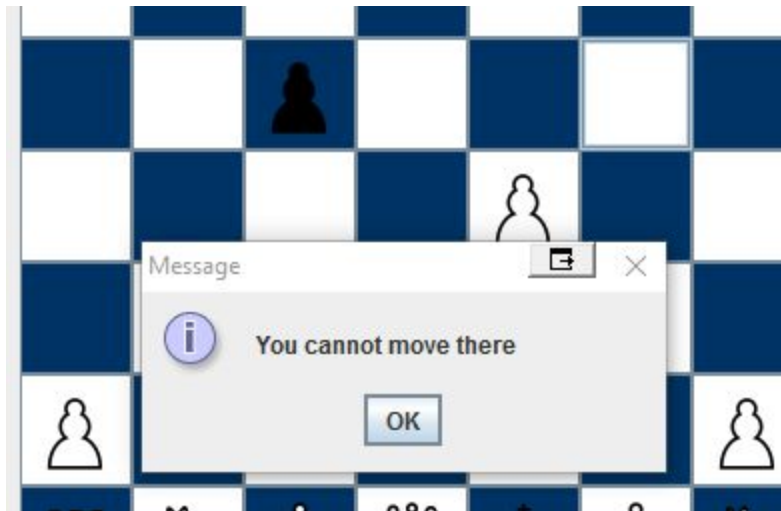
Once a new game is clicked, make sure that this sets up the board correctly. Make sure that all the pieces are in the right place, and that players cannot take out of turn, like so:
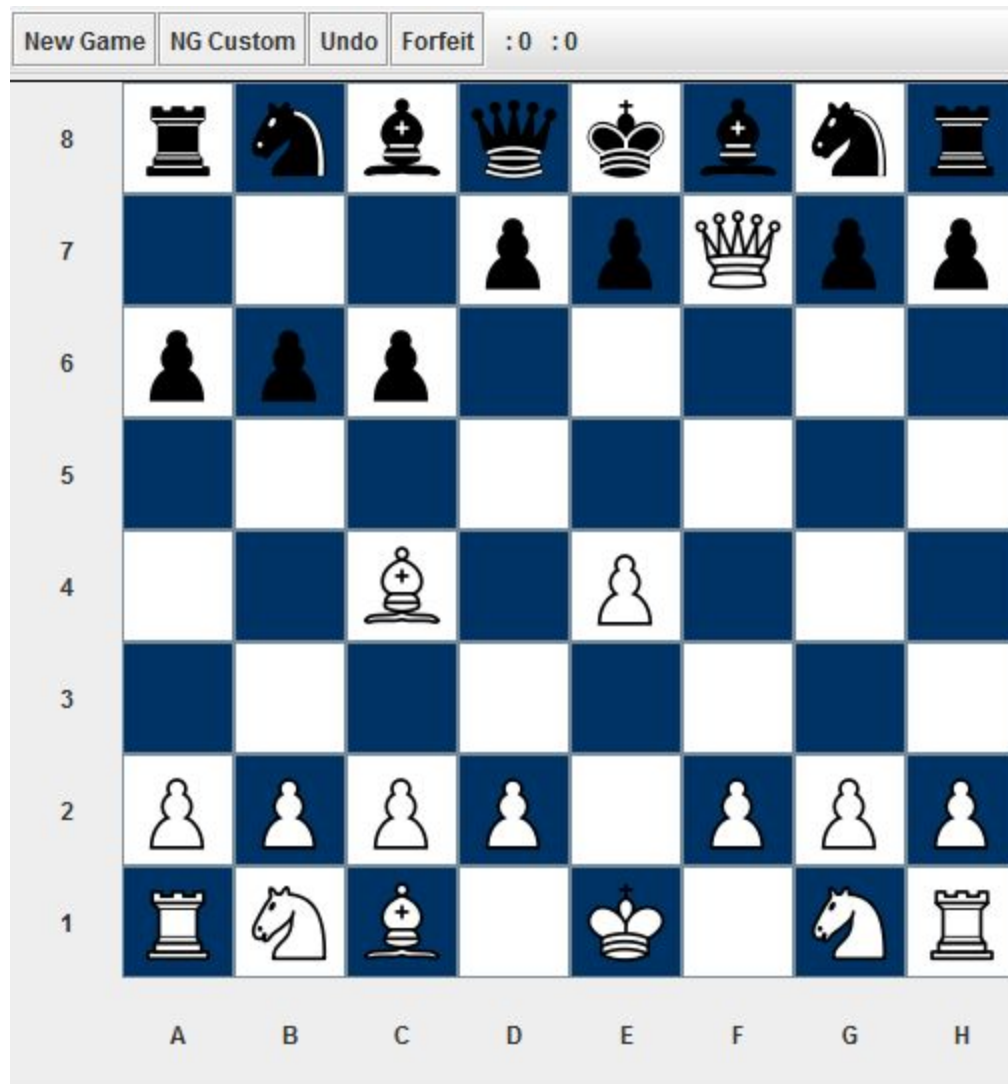

Message

It is not your turn

OK
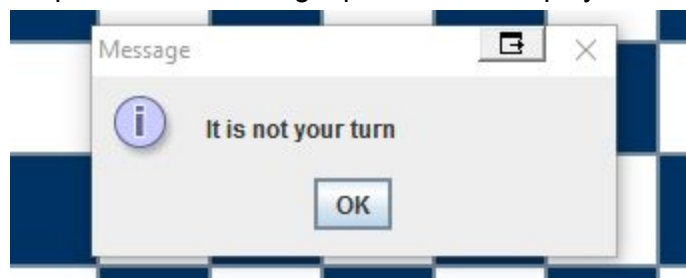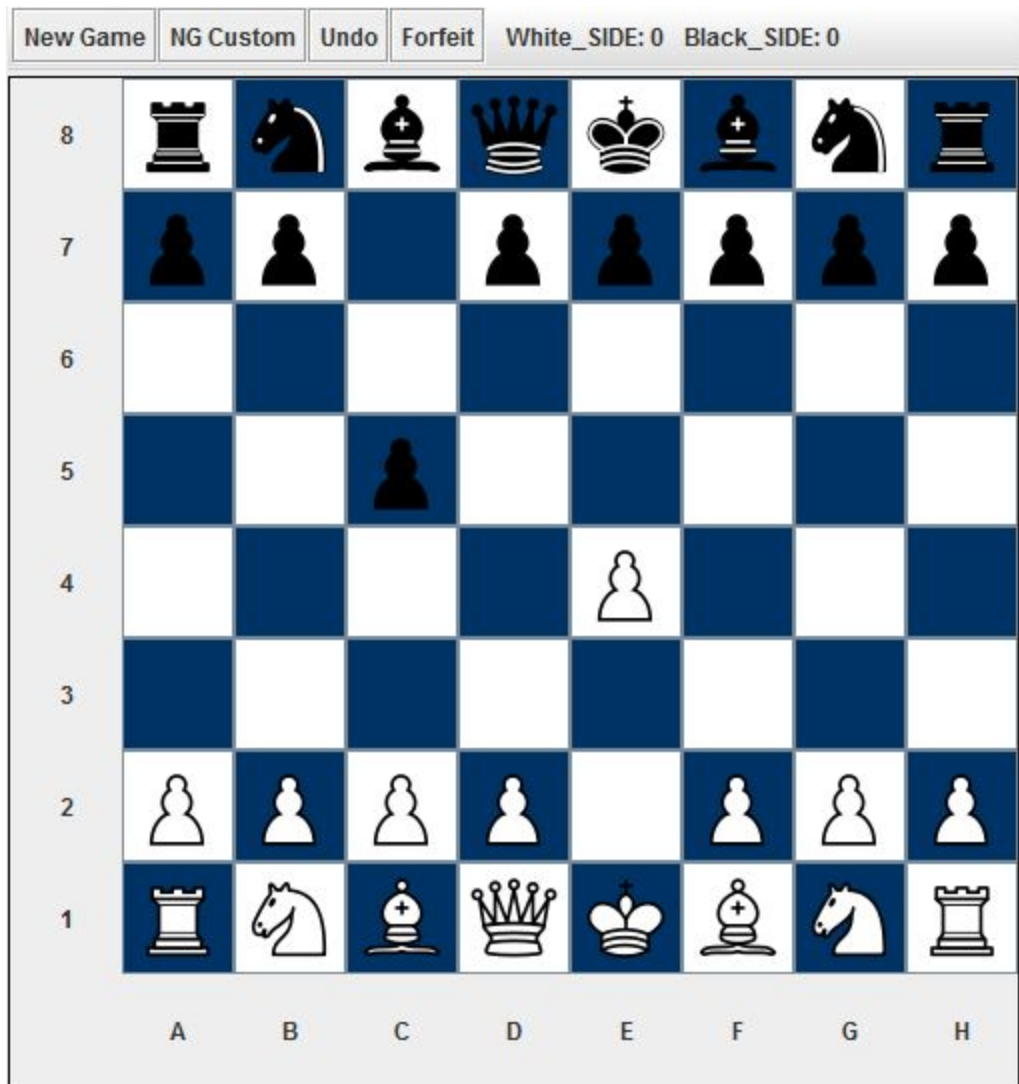
Make sure pieces are moving properly. Check that these are valid moves and that the pieces aren't able to move where they're not supposed to:

Check to make sure that check and checkmate works properly and displays a notification that a side is in check/checkmate. Also disallow any pieces to move while this happens, with dialog.

For example, a checkmate dialog should show up in this situation.

New Game | NG Custom | Undo | Forfeit   sd: 0 dg: 0
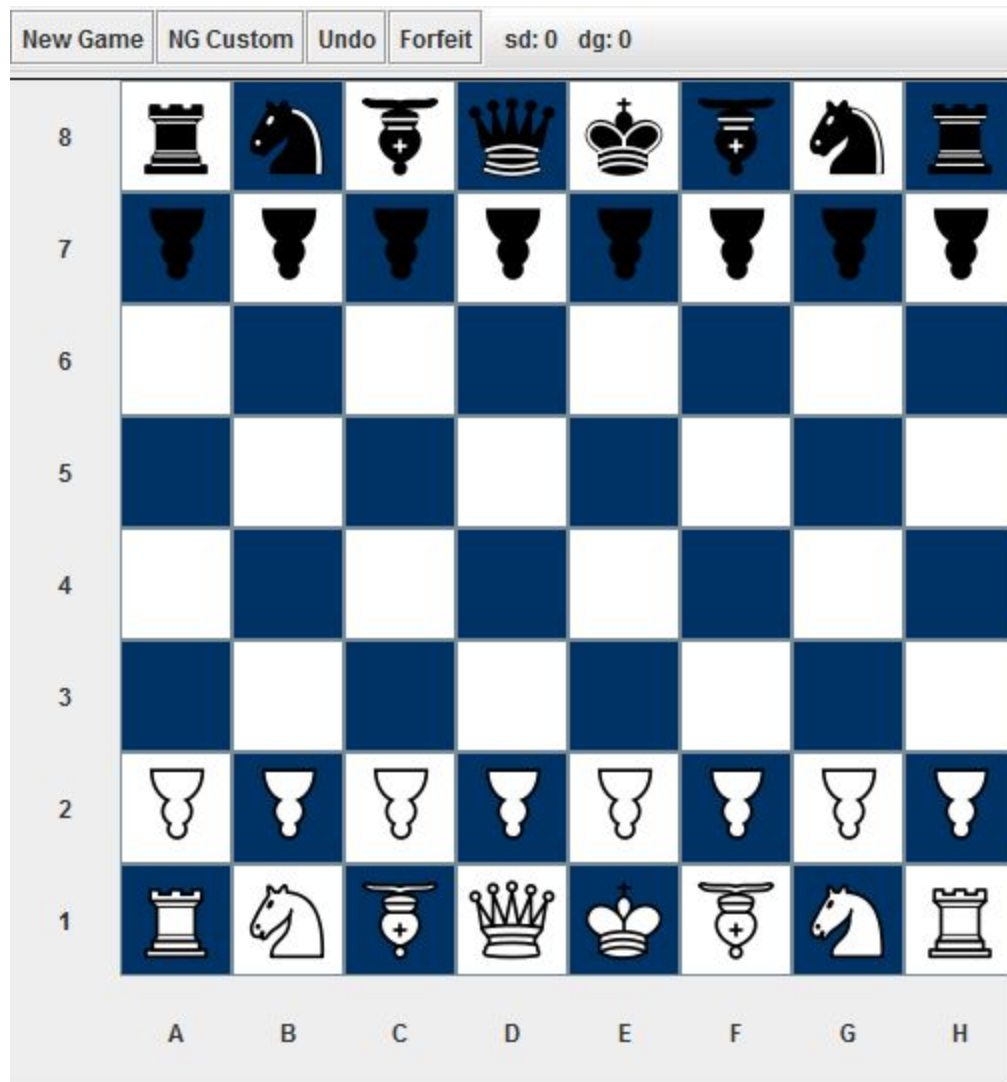
Make sure that new game custom starts a game with custom pieces (upside down pawns and upside down bishops). Also check that undo really undoes the move. If a piece is captured, make sure that the undo doesn't only return one piece and not the captured piece.
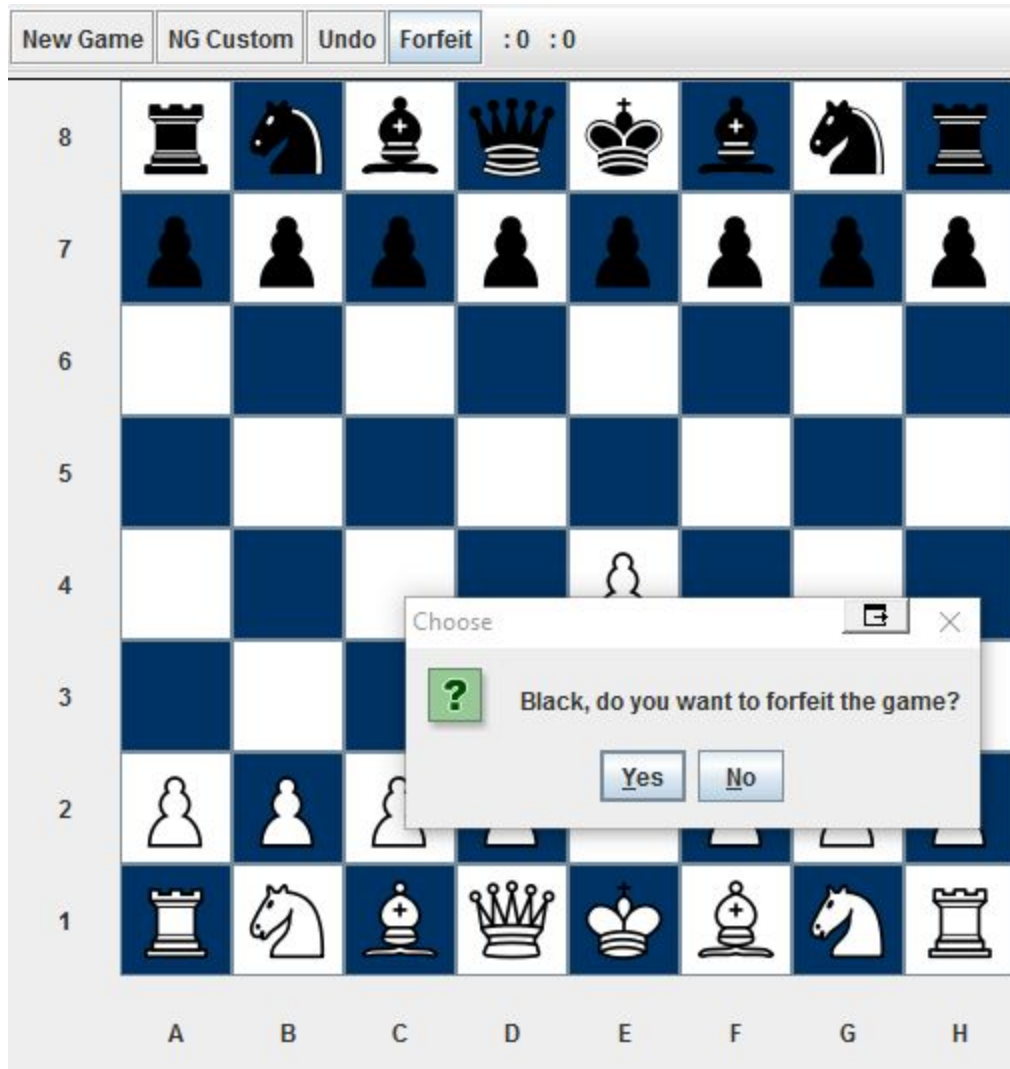
Check that forfeiting displays a dialog for the person's turn and that the score increments properly.