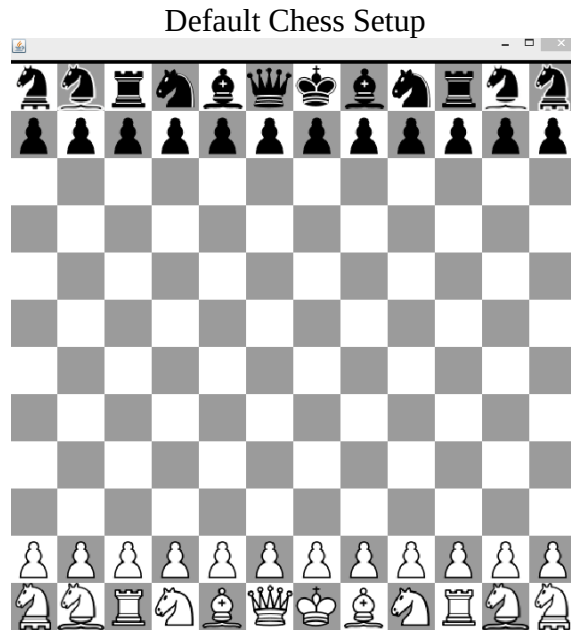


Manual Test Plan

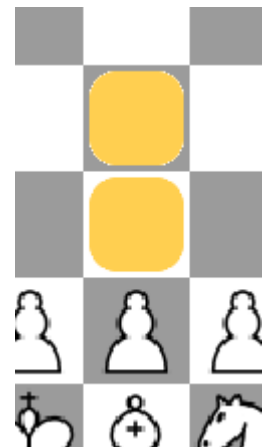
When opening the application, the board is quickly the first thing noticed. It should look like this.



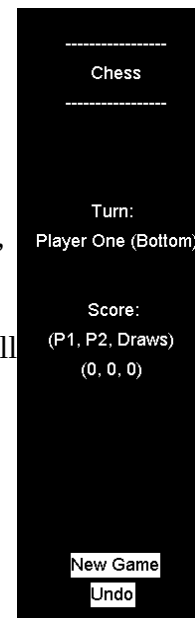
The board should be made up of SIZE x SIZE squares of alternating color. SIZE is currently 12, the standard 8 in addition to the 2 on each side for the added pieces. The pieces should be all pawns on the second-to-top and second-to-bottom rows. Then from left to right the pieces should be...

1. Chancellor
2. Archbishop
3. Rook
4. Knight
5. Bishop
6. Queen
7. King
8. Bishop
9. Knight
10. Rook
11. Archbishop
12. Chancellor

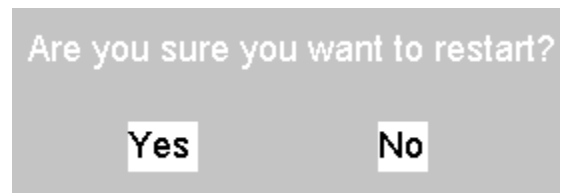
Pieces are clickable, and when a piece is selected, possible moves should be shown in yellow. Any of those yellow tiles can be clicked on to move the piece to that position.



Another quickly noticed part of the screen is the control panel on the right, which looks like this. It should have the title, current turn, score, and two buttons. The buttons can be hovered to turn gray, and clicked on. Undo can be tested by making any moves and watching them be undone with a simple click. When clicking new game, you will be prompted with a message.



This is the new game prompt, clicking “Yes” will put all pieces to their starting spots and tally a draw. Clicking “No” will simply close the window.



That's about all the functionality that needs to be tested of the GUI, thanks!