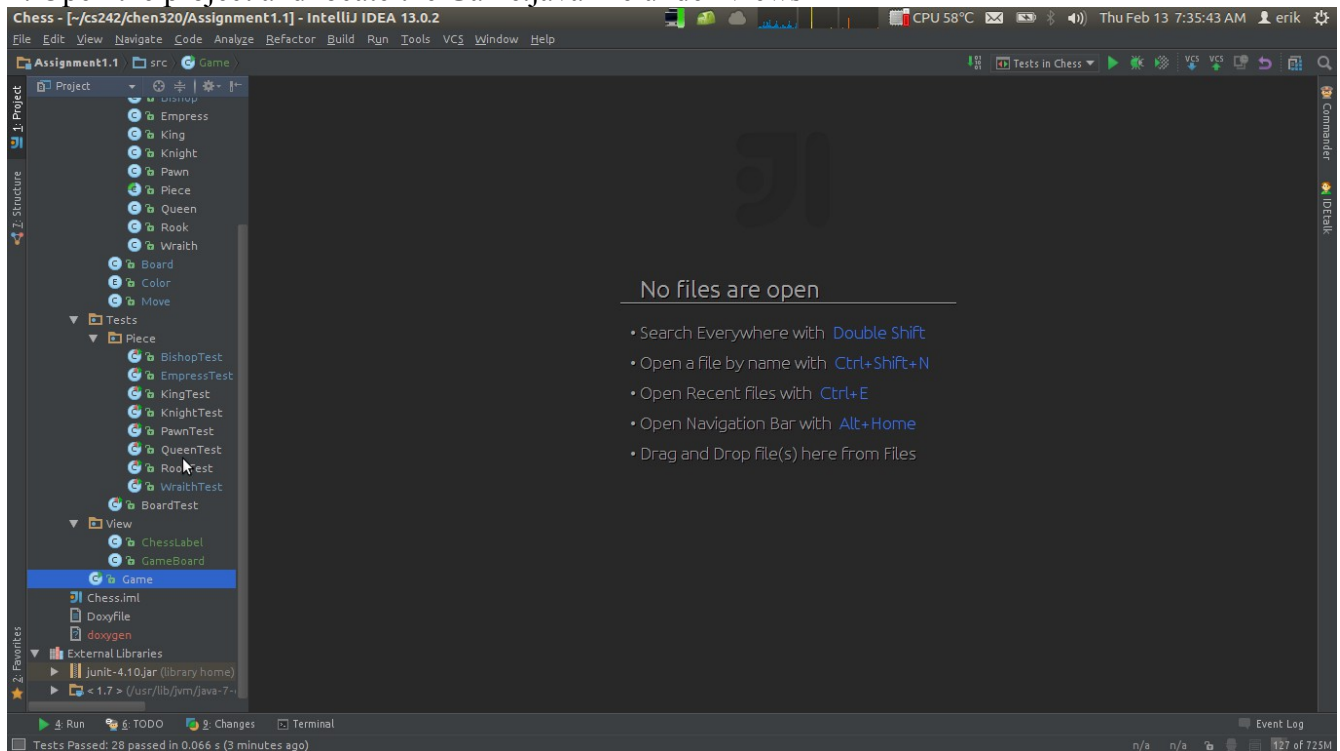
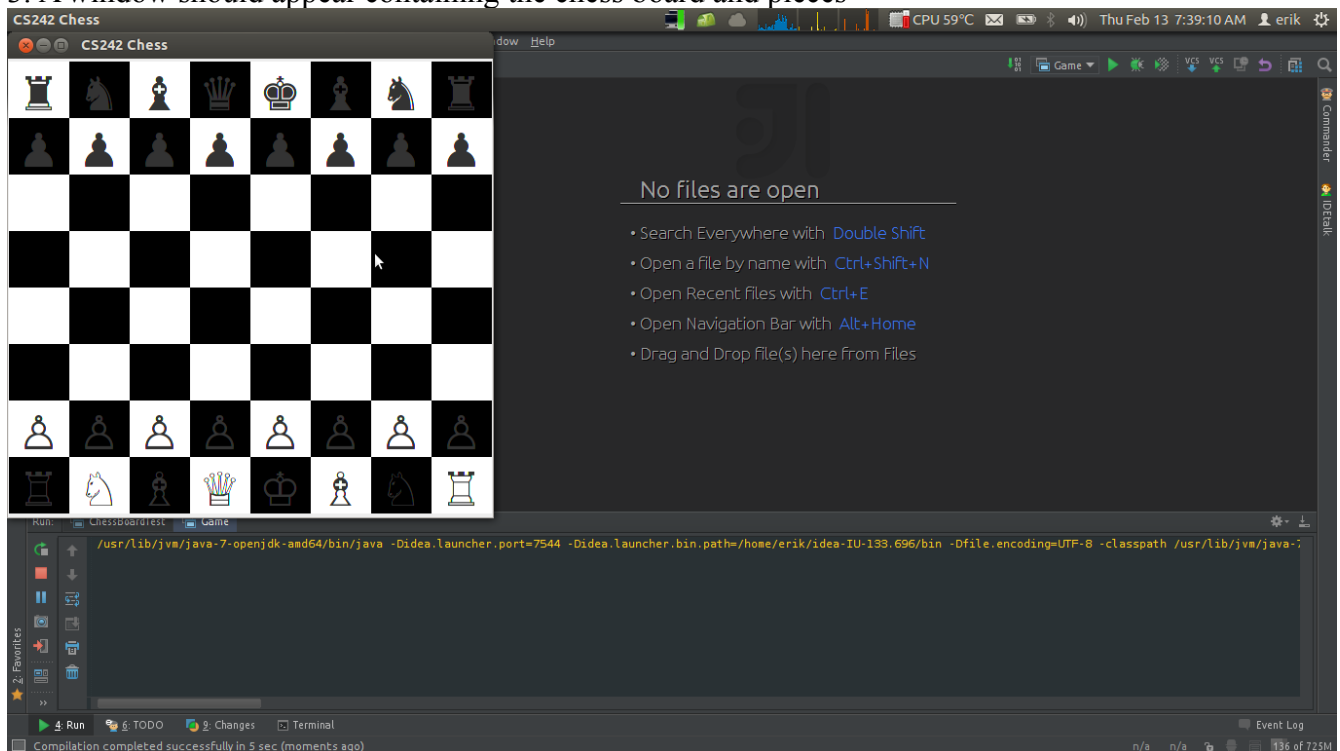


1. Open the project and locate the Game.java file under Views

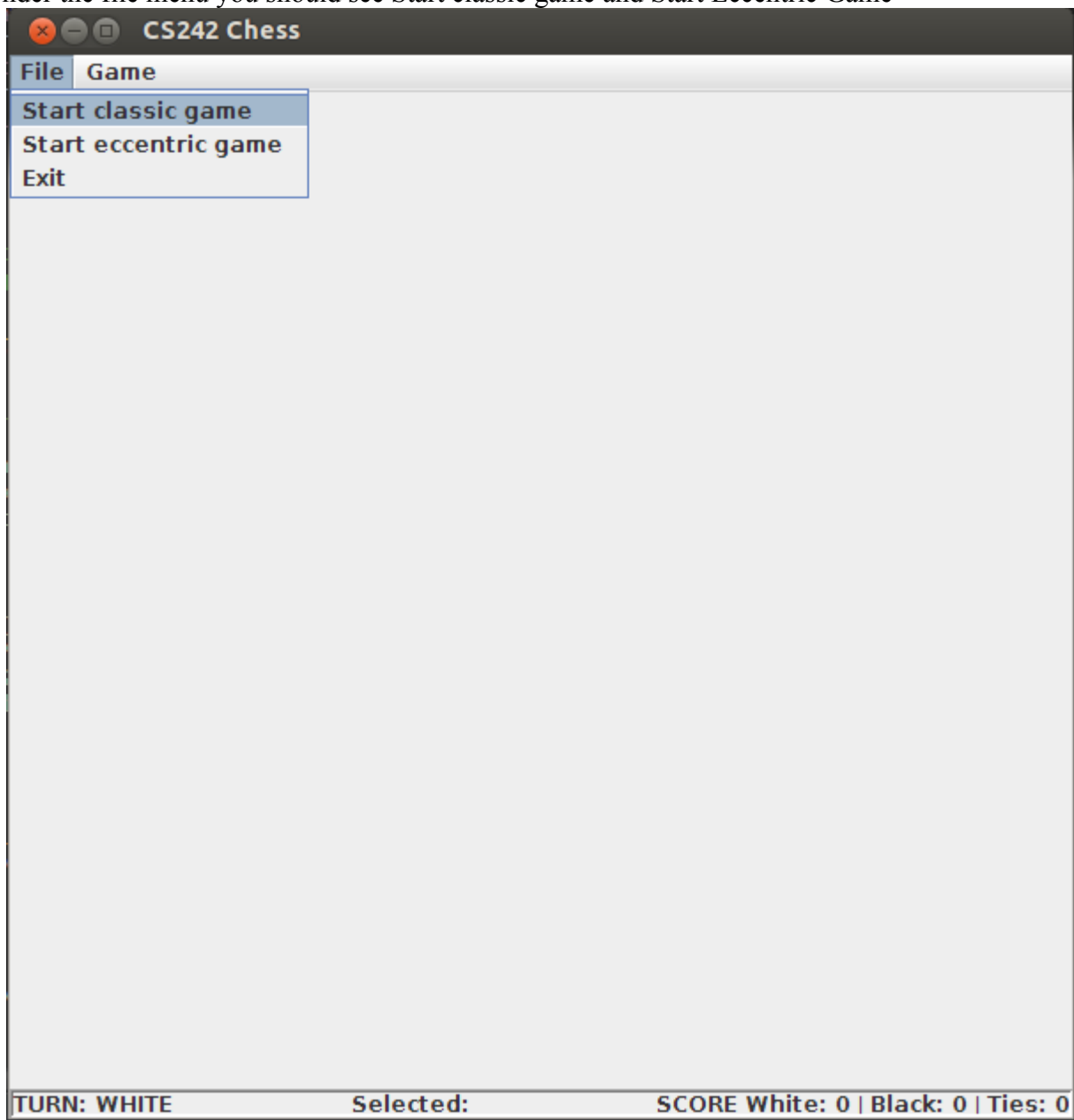


2. Right click on Game.java and select “Run Game.main()”

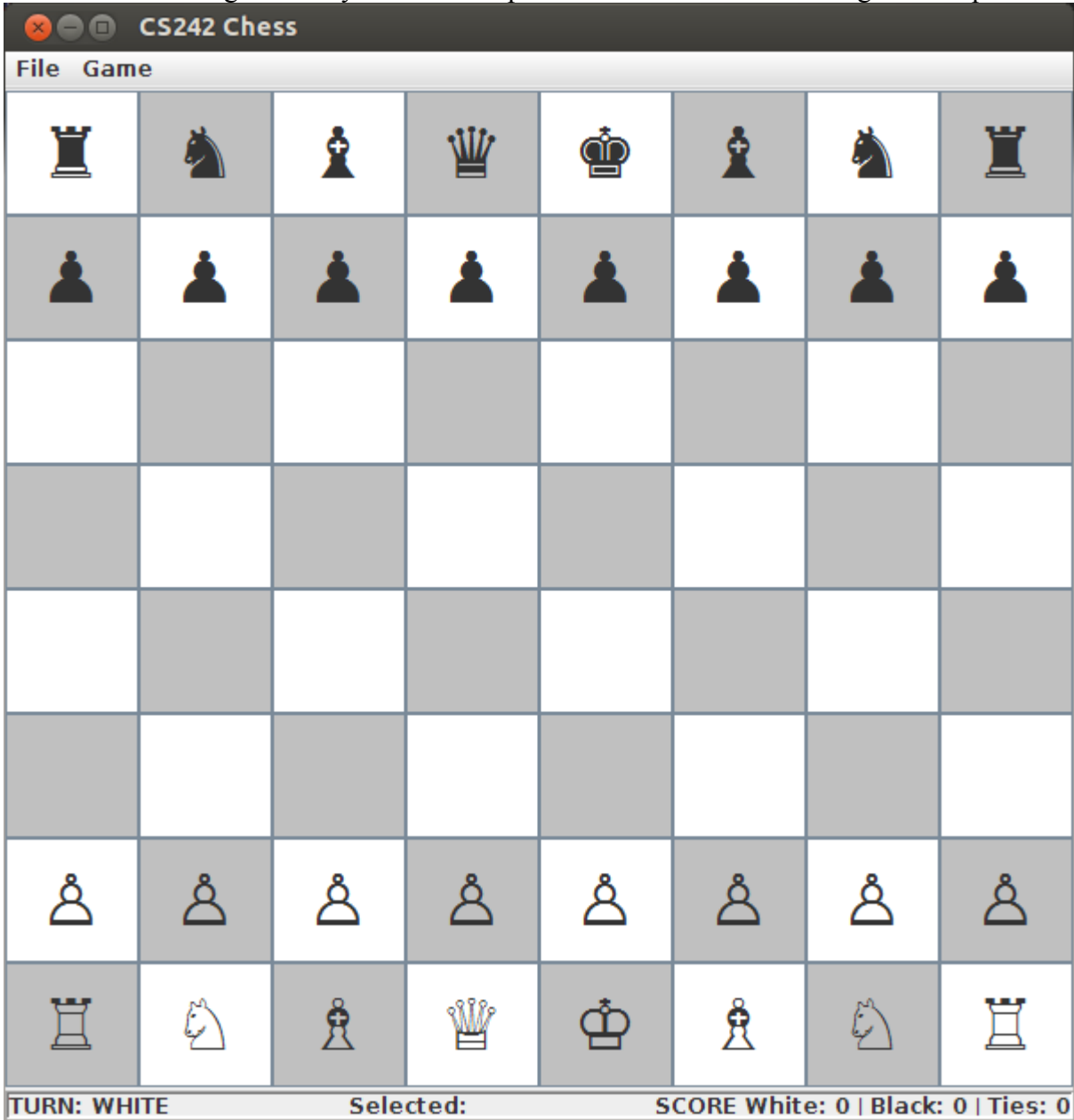
3. A window should appear containing the chess board and pieces



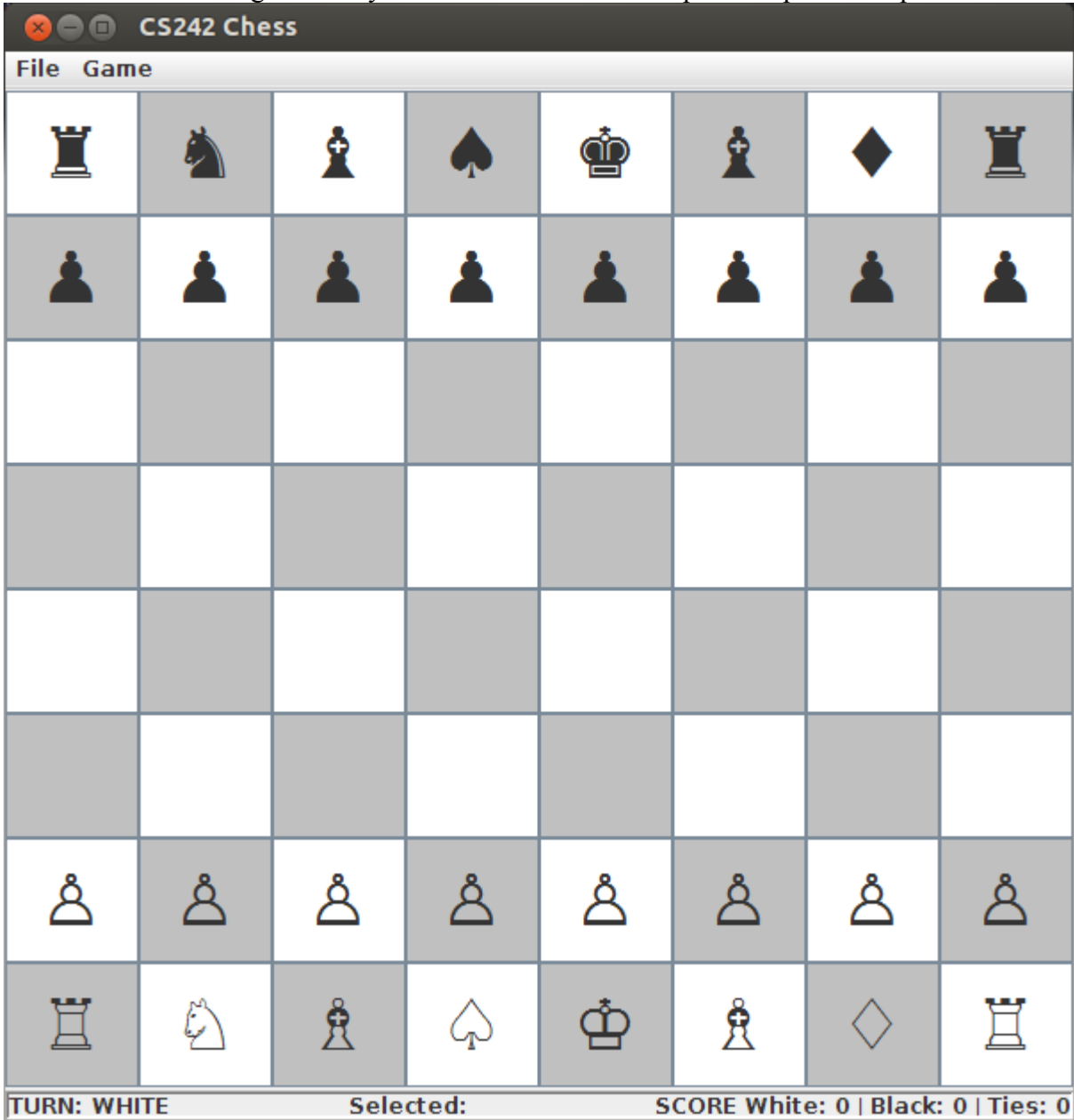
4. Under the file menu you should see Start classic game and Start Eccentric Game



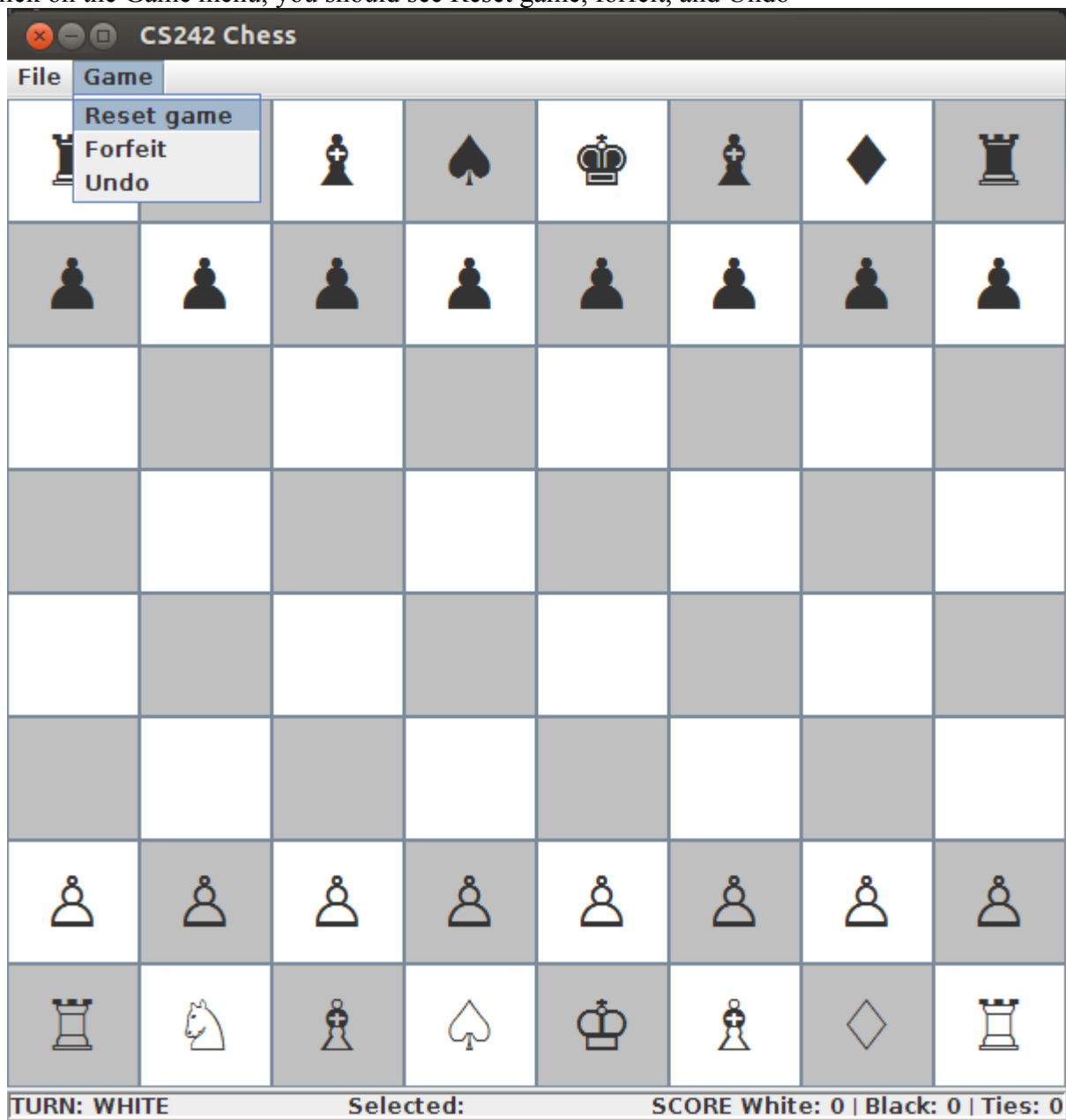
5. Click on Start classic game and you should be presented with a normal chess game setup



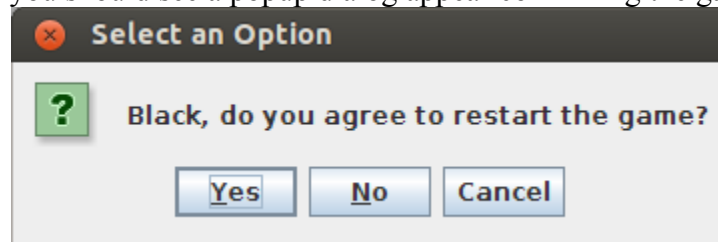
6. Click on Start eccentric game and you should see two custom pieces replace the queen and bishop



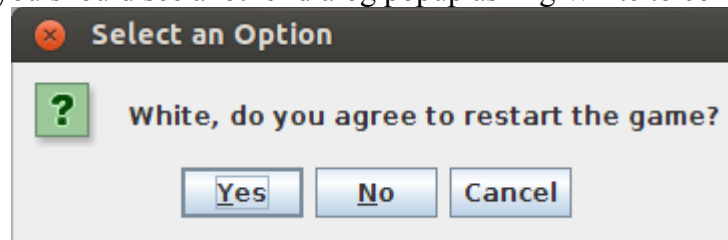
7. Click on the Game menu, you should see Reset game, forfeit, and Undo



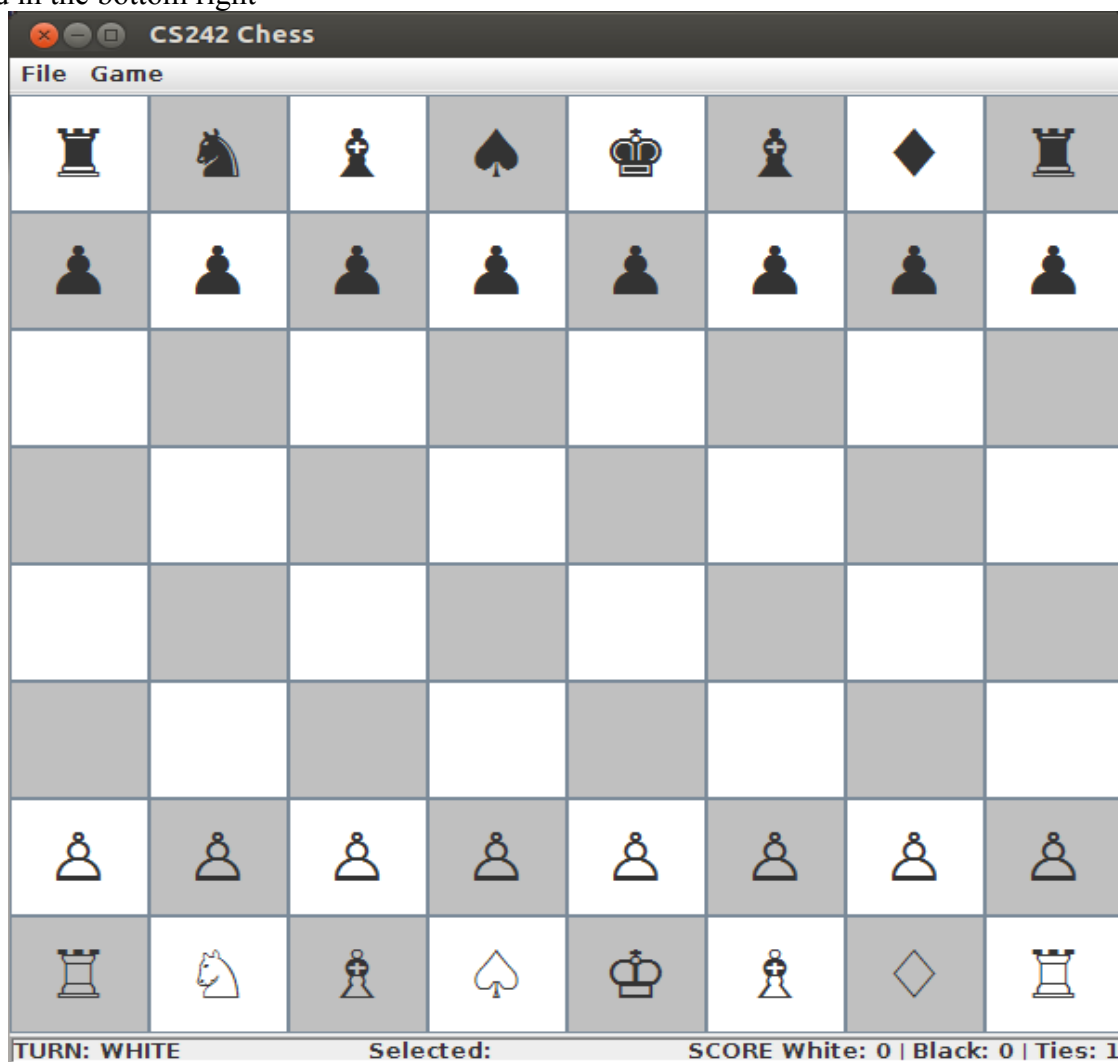
8. Click on reset game, you should see a popup dialog appear confirming the game reset for black



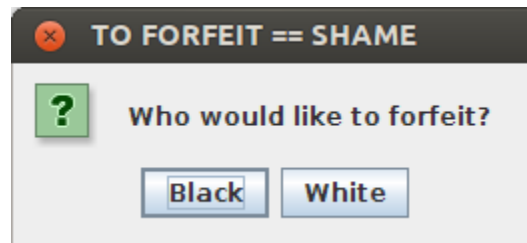
9. Click on yes or no, you should see another dialog popup asking White to confirm



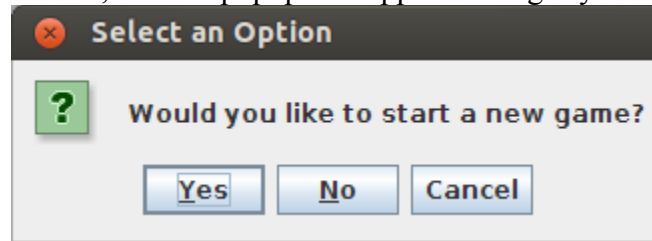
10. If both players clicked yes, the board will pop up with reset configuration. Note the score of ties has changed in the bottom right



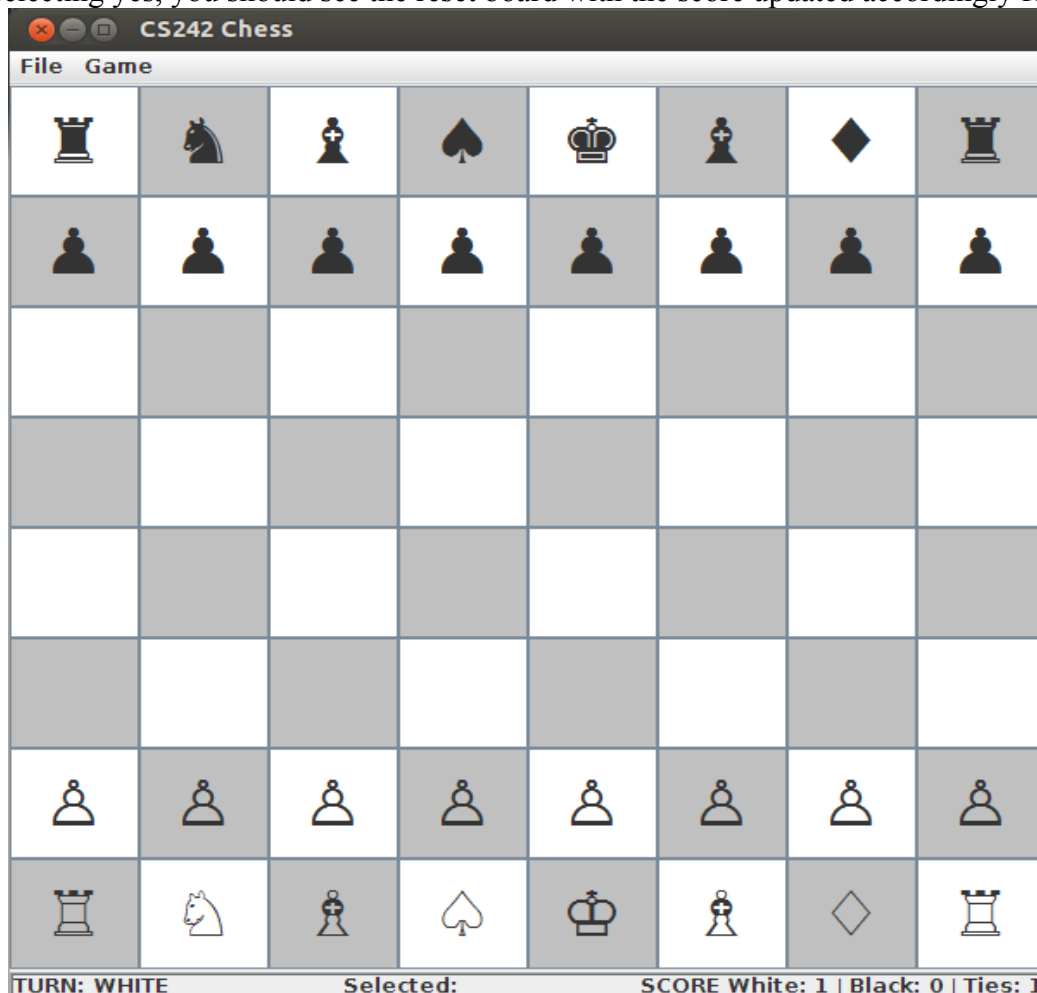
11. If you click on forfeit from the Game menu, you should see a popup dialog confirming who want to forfeit



12. After selecting black or white, another popup will appear asking if you wish to start a new game



13. Upon selecting yes, you should see the reset board with the score updated accordingly for players



14. To test the Undo function, make a move and click on Undo from the Game menu. You should see the piece you moved and any pieces that were killed in the move return to their previous location.

15. If you try to undo a move before any has been made, a popup dialog should appear warning that there are no moves to undo.

