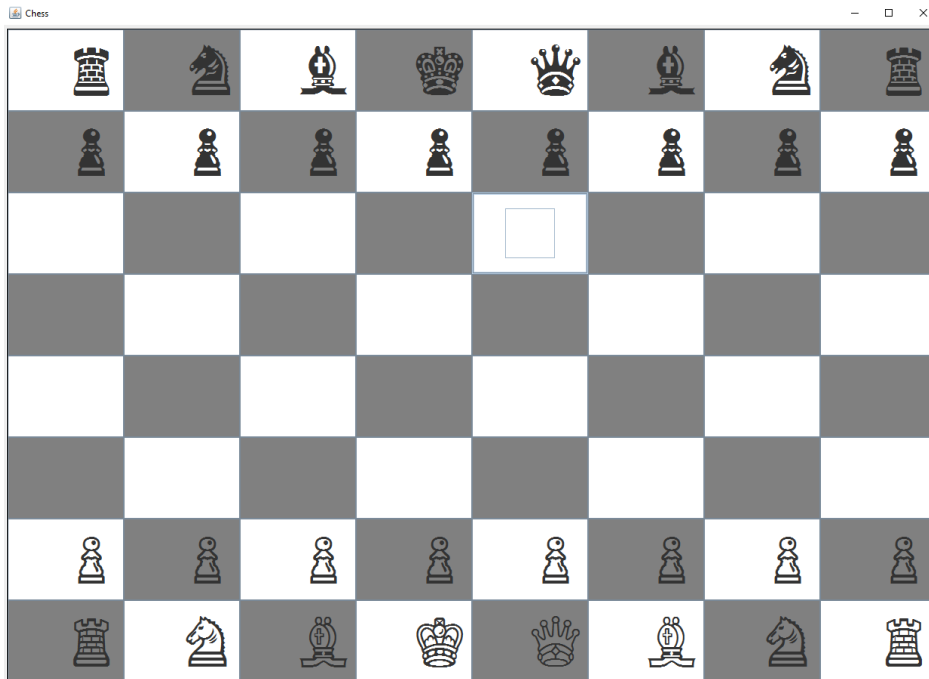


## Manual Test Plan

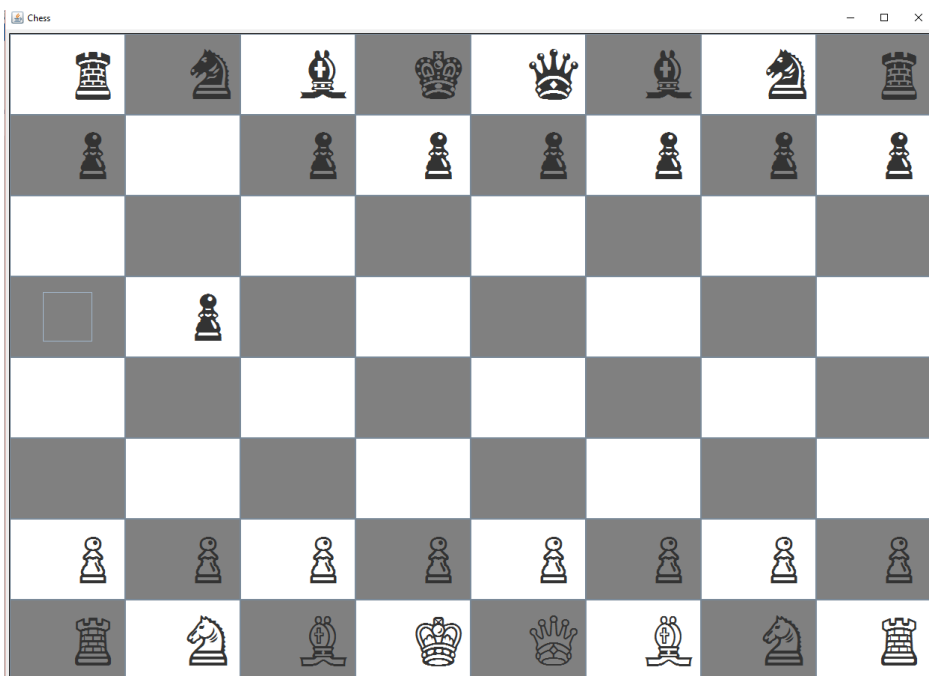
Initial GUI should look like this:

Note: Position (0,0) starts from top left

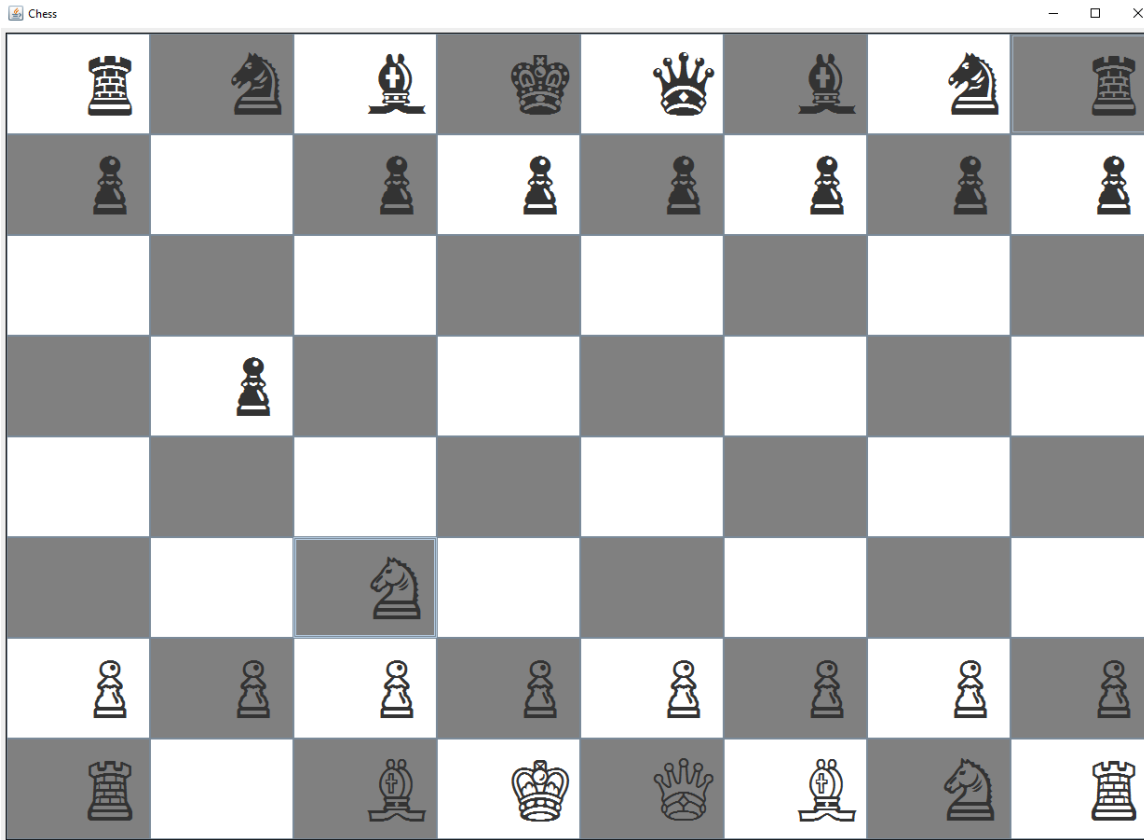


This is the stage where all pieces are initialized to their starting positions.

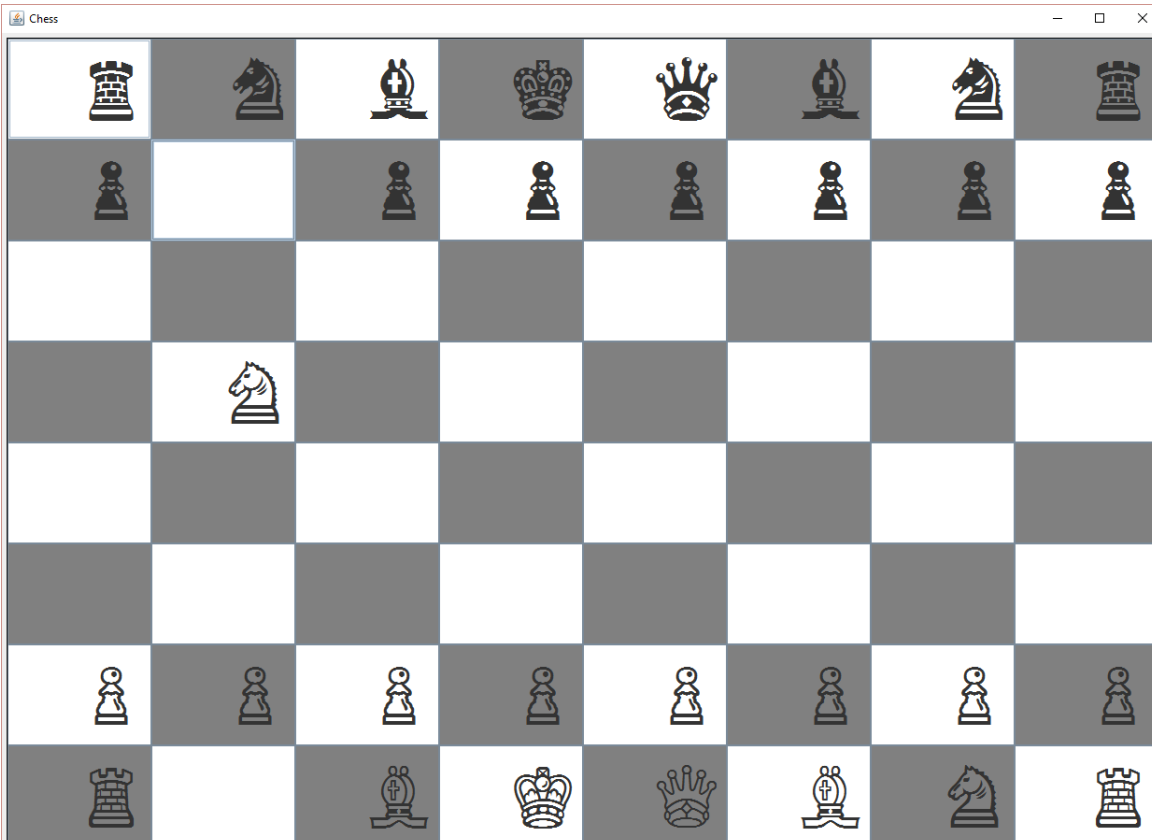
When I run the command `b.move(b.blocks, 1, 1, 1, 3)`, the piece in 1,1 should move to 1,3



When I move the knight in 1,7 to 2,5 using `b.move(b.blocks, 1, 7, 2, 5)`, this should happen



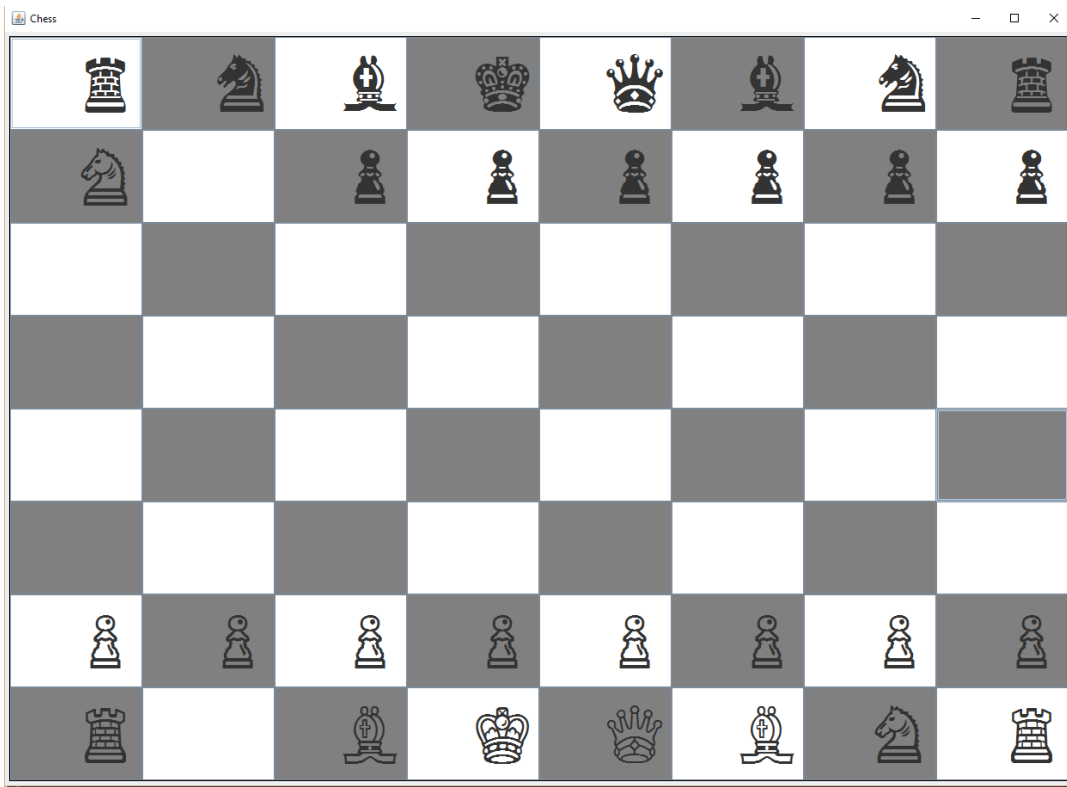
Now, I want to capture the Pawn in 1,3. So I will move the knight to that position. So I run `b.move(b.blocks, 2, 5, 1, 3)`



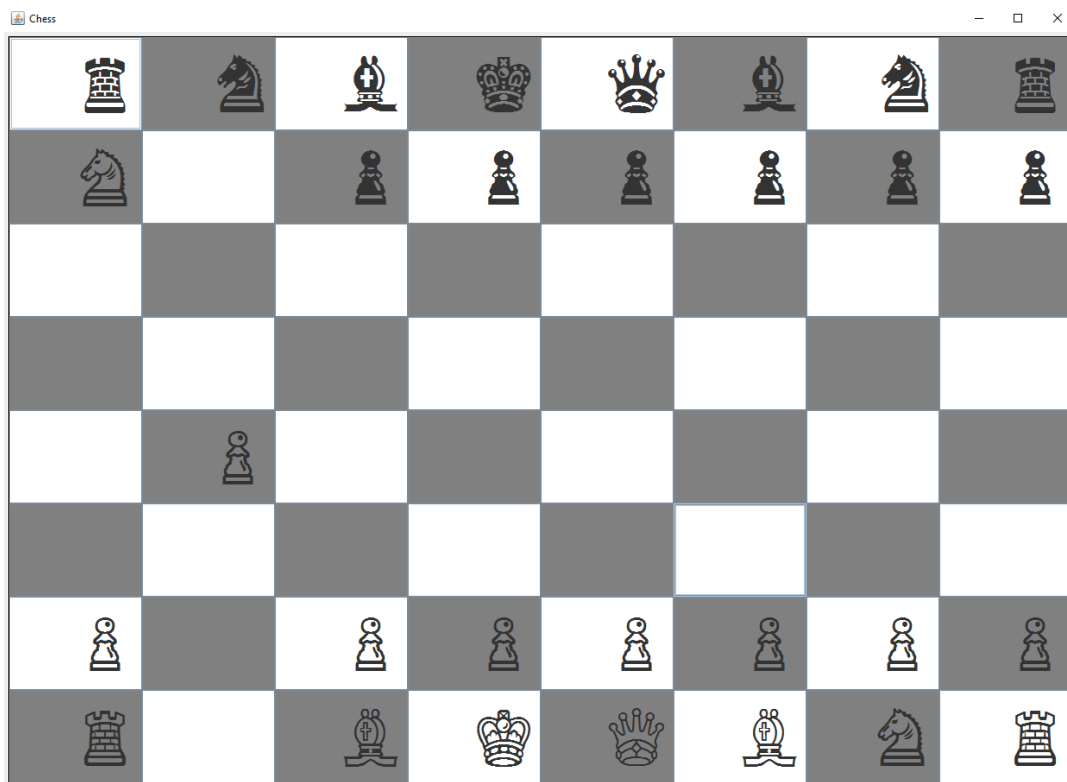
Now, doing some continues moves:

By doing these moves, you should be able to see the following positions of the pieces

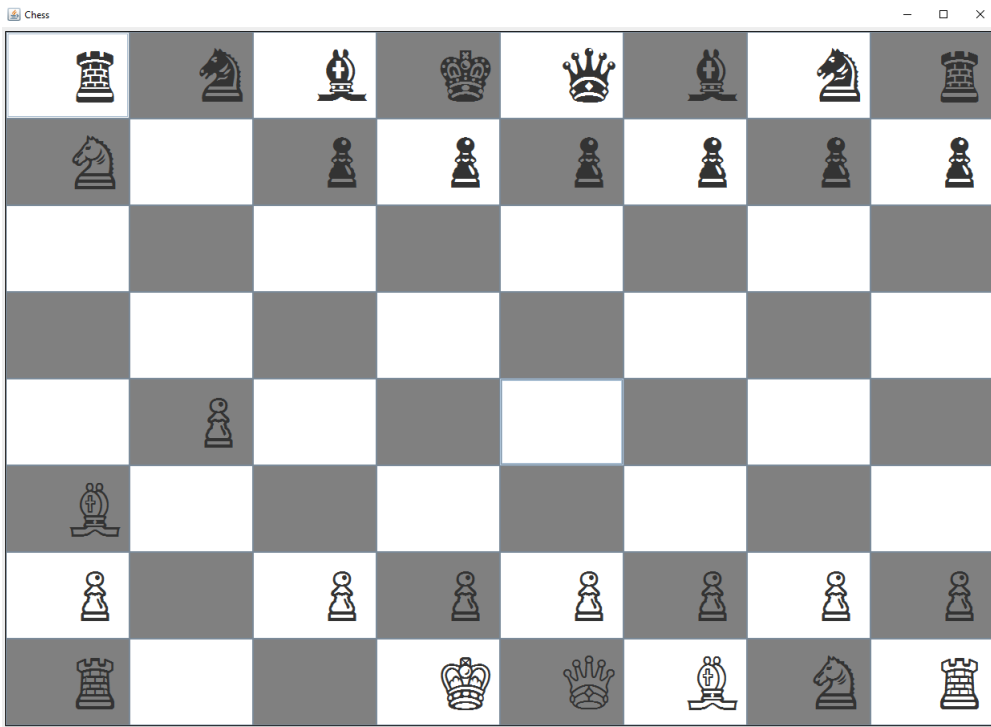
`b.move(b.blocks, 1, 3, 0, 1)`



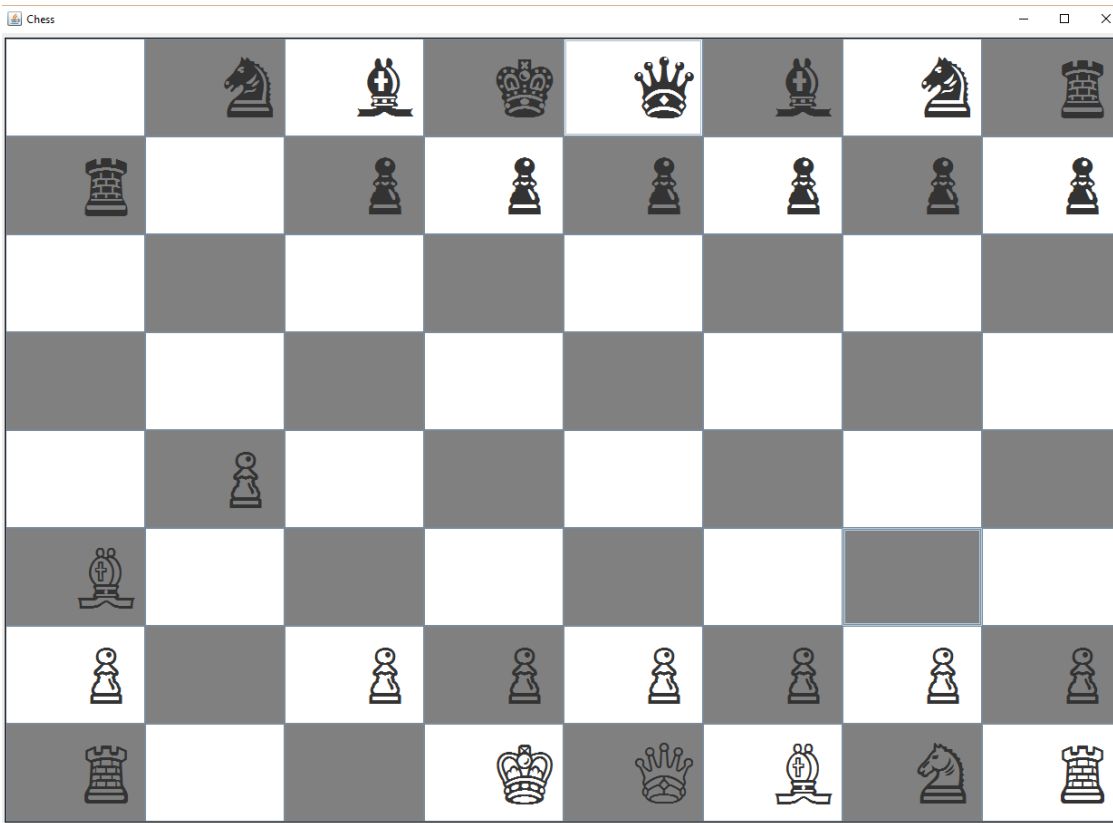
`b.move(b.blocks, 1, 6, 1, 4)`



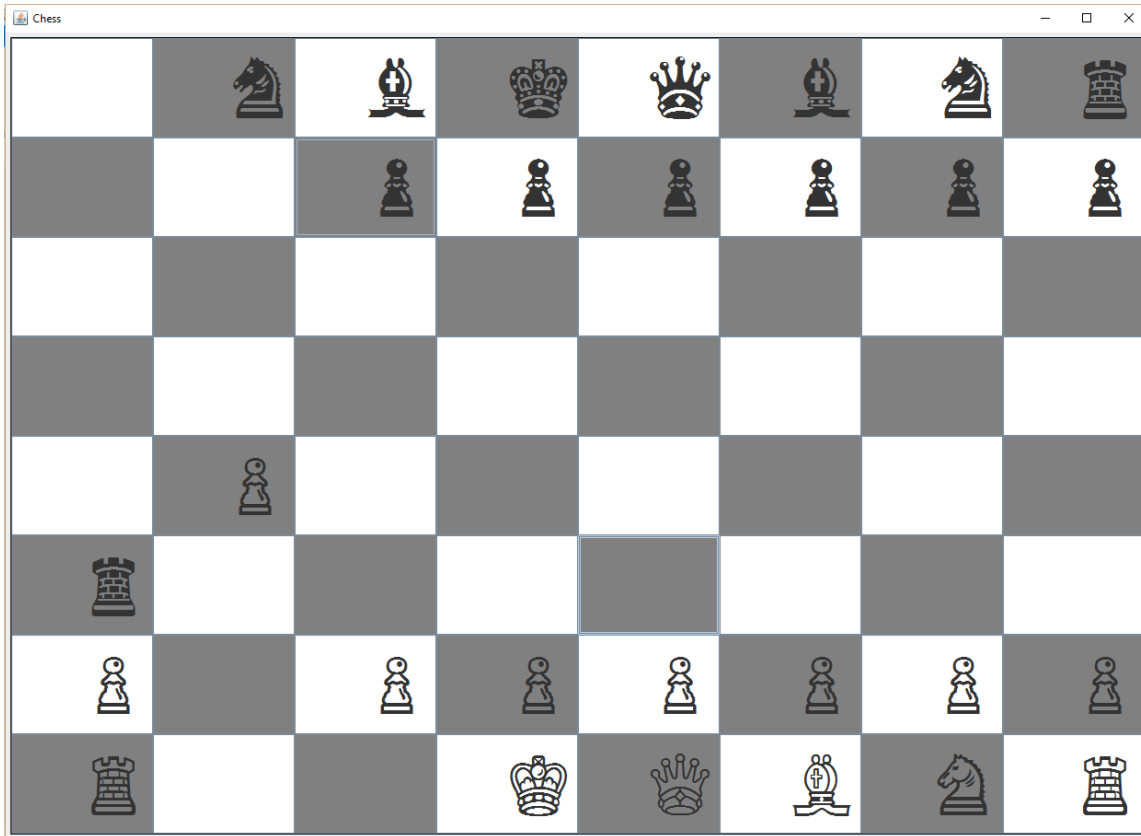
b.move(b.blocks, 2, 7, 0, 5)



b.move(b.blocks, 0, 0, 0, 1)



b.move(b.blocks, 0, 1, 0, 5)



This should give an idea of how the GUI works.