ERROR in Spanish Checkers: The game is not ended as a draw when both players have one piece that are unable to capture each other.

Status: **UNSOLVED** - 04/11/2019

Error in:

The game set-up in SpanishCheckers.ini file is specified as follows:

```
[endOfTheGameInDrawBothPlayersHaveOnePiece1]
boardSetUp=endOfTheGameBoard1
playerMove=3,3>1,1
turn=white

[endOfTheGameBoard1]
2,2=black-pawn
3,3=white-pawn
6,2=black-pawn
```

Expected Behavior:

After the move, both players have one piece and they can not jump over the other. The game should be ended as a draw.

Actual Behavior:

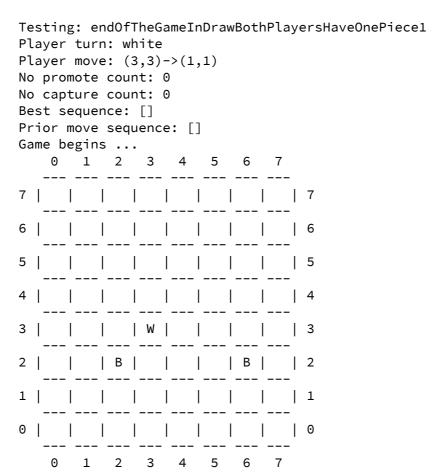
The game is NOT ended as a draw even though neither player can force a win on the other.

Error:

Players remaining with one piece does not bring the end of the game.

Test Outputs:

Before the move is conducted:



Test Outputs:

After the move is conducted:

	U	_	_	5	7	9	0	'	
7						- 1			7
6				-					6
5				- 1					5
4				- 1		-			4
3		- 1		- 1		- 1			3
2						-	В		2
1		W		- 1		- 1			1
0				- 1		-			0
	0	1	2	3	4	5	6	7	

HOW DOES CUCUMBER HELP US FIND THE PROBLEM?

The following method in AmericanCheckersScenarioTester (superclass of SpanishCheckersScenarioTester) fails (lines are renumbered):

```
1 @Override
2 public void theGameIsEndedAsADraw() {
3     assertTrue(referee.getInfo().isGameEnded());
4     assertTrue(referee.getInfo().isDraw());
5 }
```

And we know that the game thinks player was still going to make another move.

WHERE IS THE PROBLEM?

In SpanishReferee's conductGame() method, while the "game draw situation" is being checked at line 124, it is not checked whether players have one piece or not:

```
endOfGameDraw = (isSatisfied(noPromoteRule, this) );
```

Note: The same error also causes endOfTheGameInDrawBothPlayersHaveOnePiece1 test to fail.