Functions：

· **New game**

  Click the button start a new matchup.

· **Custom game**

  Click the button to start a new custom game.

· Undo

  If you are unsatisfied with the previous move, click Undo to cancel the previous move, and the game will automatically return to the position before the move.

· Forfeit

 Click the button to end the game and automatically determine the other side's victory.

· Exit

  Click the button to end the game and exit the program.

· Help

  Click the button to search for help with either the game rules or program running problems.

Gaming

Click on the new game and the original board will appear in the interface. The game is divided into black and white, and all the pieces are consistent in function and quantity. Rules of the game in accordance with the rules of chess. After starting the game, the tester clicks on the piece that you want to move and the program displays all the possible choices. Click on the highlighted grid you want to move and the piece will move to the target position. The black and white sides play the chess in turn until there is a winner or one of the two sides surrenders. When the tester wants to surrender, click the "Forfeit", the program will pop up the interface to ask whether to confirm the forfeit, then click "Yes", the program will pop up the other side's victory prompt, click "OK", the other side will accumulate one point. Both the end of game or the forfeit will cause the score on the right side of the screen to change, and the winning side will earn points. After the game is over, if the tester wants to restart the points or close the game, the tester can click new game to start a new game or click exit to end the game.
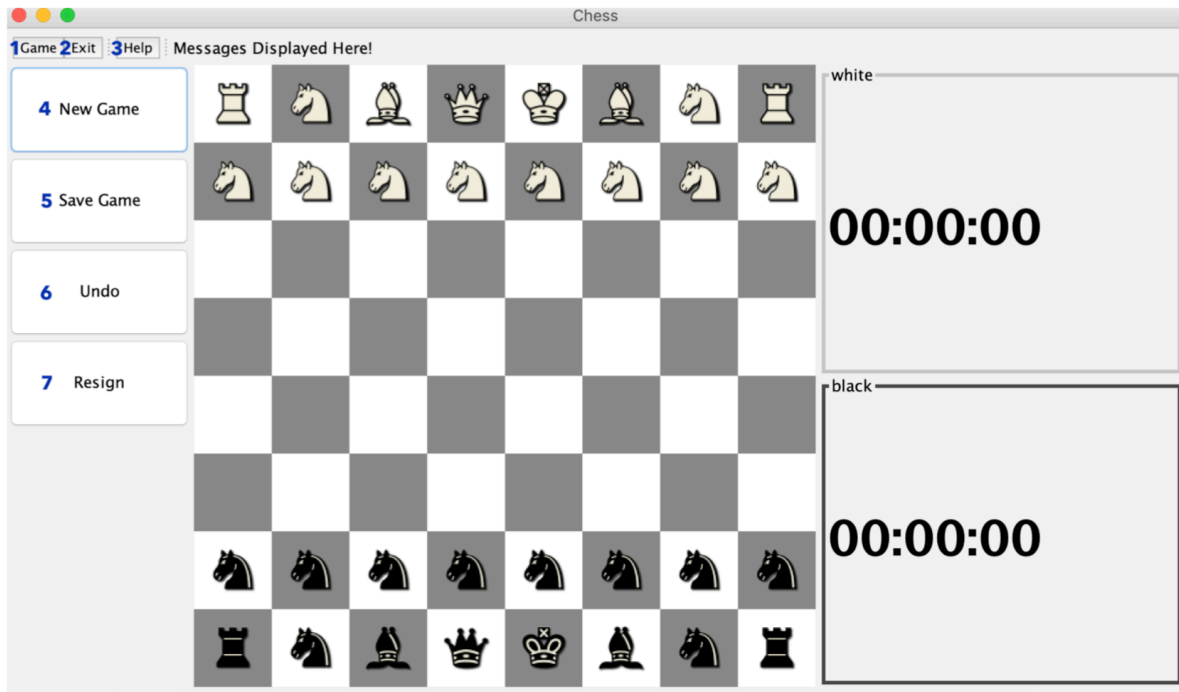
User would follow the number notes that shows on the screen shot and click each button. Then write down the difference between their expectation and actual output and give a feedback.

Lastly, user can start playing an actual game and test chess's pieces moving functions.

Custom Game Testing:

Let the user find where is the custom button located and let him click the button to start a custom game. Then ask the user to click "Help" button located on the top of the User Interface and let them familiar with two custom pieces' moving rules.

⬎ Custom Piece

We also have two custom pieces that can add to the chess board! Simply click Custom Game.
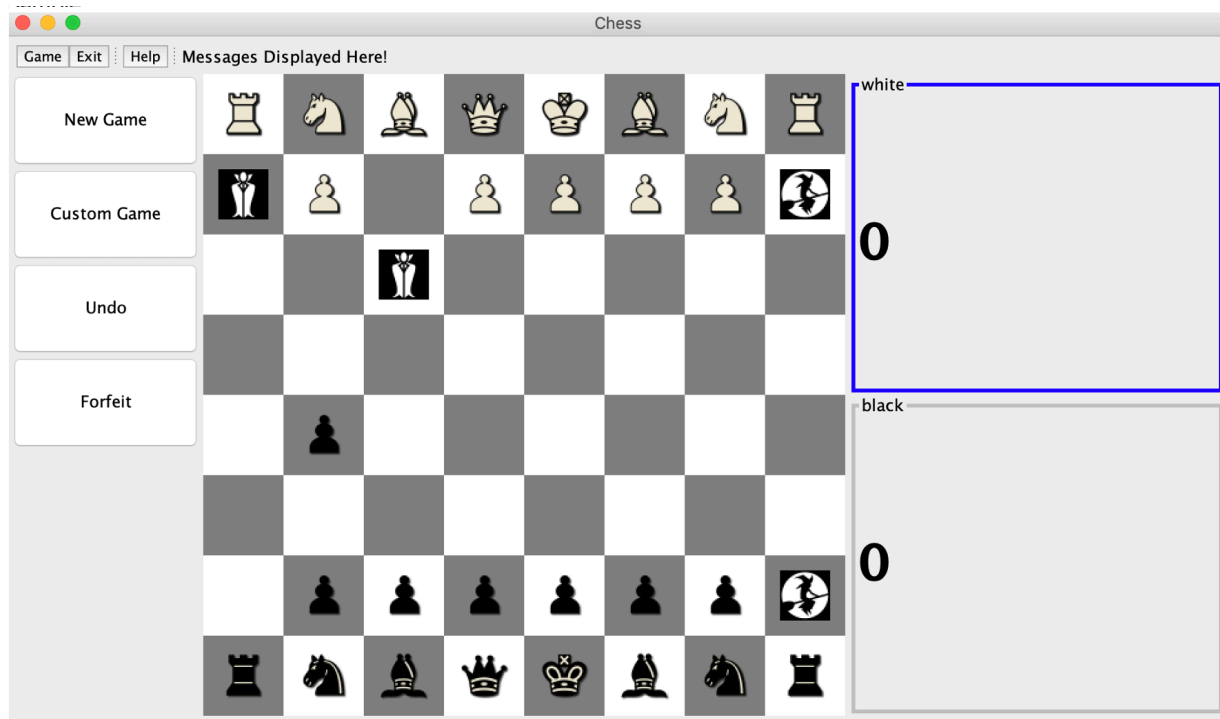
Custom Piece: Vampire

Move rules:
1.Move like a knight
2.Move two-square vertically or horizontally

Special skill:
After killing enemy's piece, vampire can convert the killed piece to its own color piece and place it at the vampire's last location on board

Then ask user to play a game with custom pieces to see if they can understand how to move them. And ask them to perform a kill move using custom piece and we observe the how they would execute this command.

Custom Piece: Witch

Move rules:
1.It can only jump over a piece.(just like the board game Checkers)

Special skill:
After killing enemy's piece, witch automatically convert herself to a queen.