

# Manual Test Plan

## Test 1: Initializing the Game

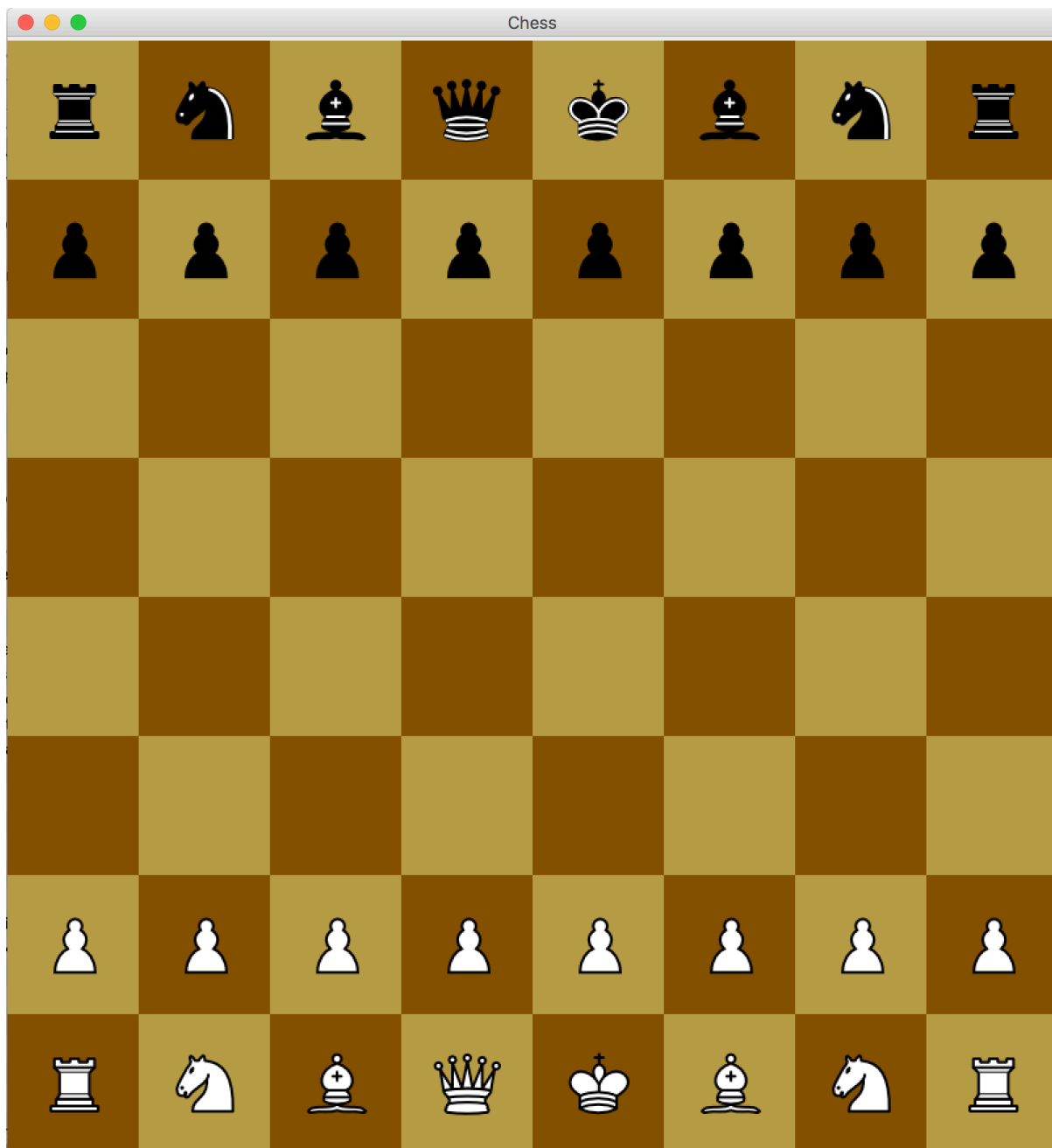
### Steps:

1. No steps to take (besides running the program)

### Observe:

- The board is created with alternating light and dark squares
- The black pieces are laid out on the top and white pieces are laid out on the bottom
- The pieces are all laid out following the rules of a traditional chess game

### Screenshot:



## Test 2: Moving a Piece

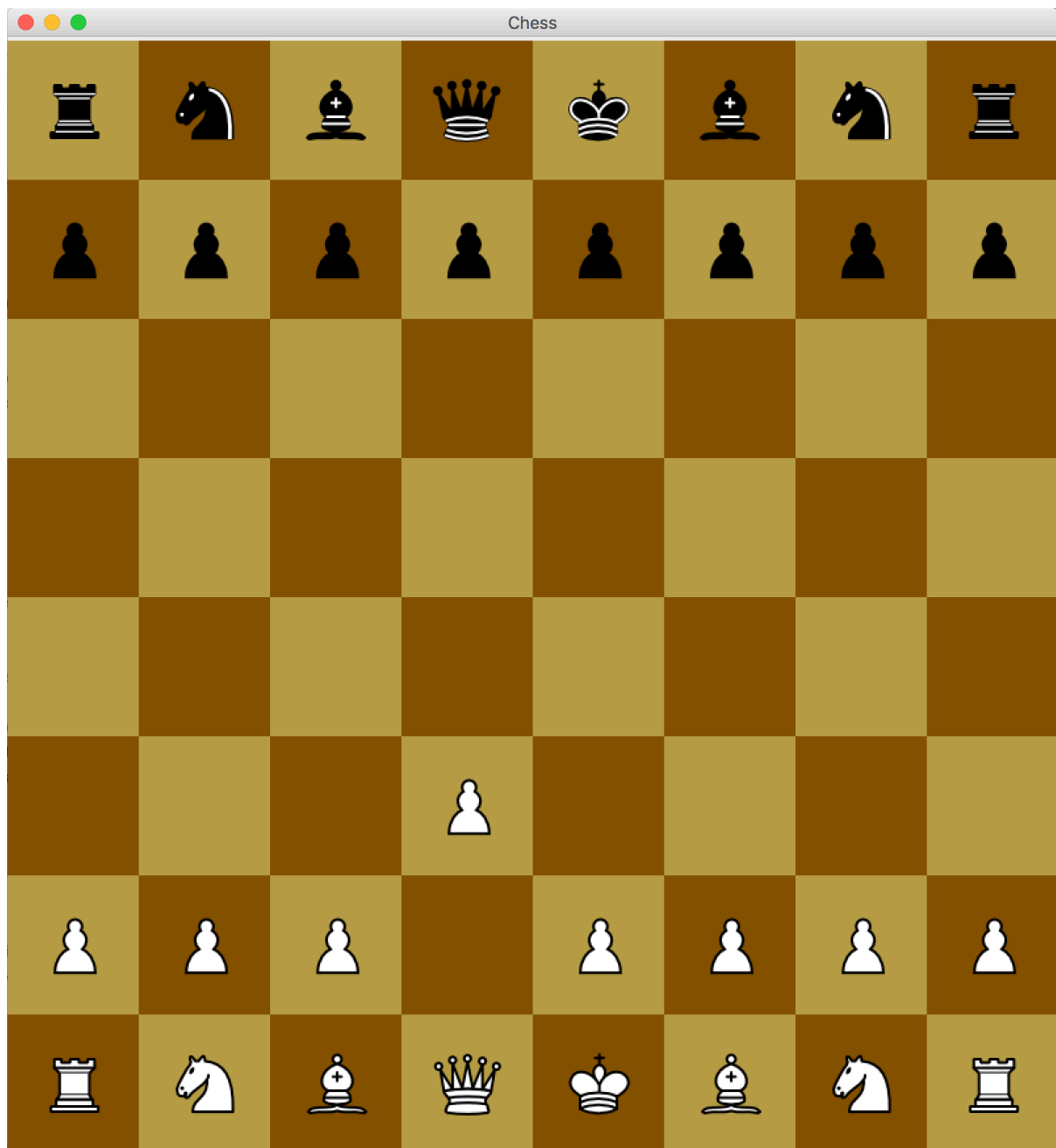
### Steps:

1. Click on the White Pawn at (3,6)
2. Click on the Square at (3,5)

### Observe:

- The White Pawn icon is removed from the square at (3,6)
- The White Pawn icon is added to the square at (3,5)

### Screenshot:



### Test 3: Invalid Selection

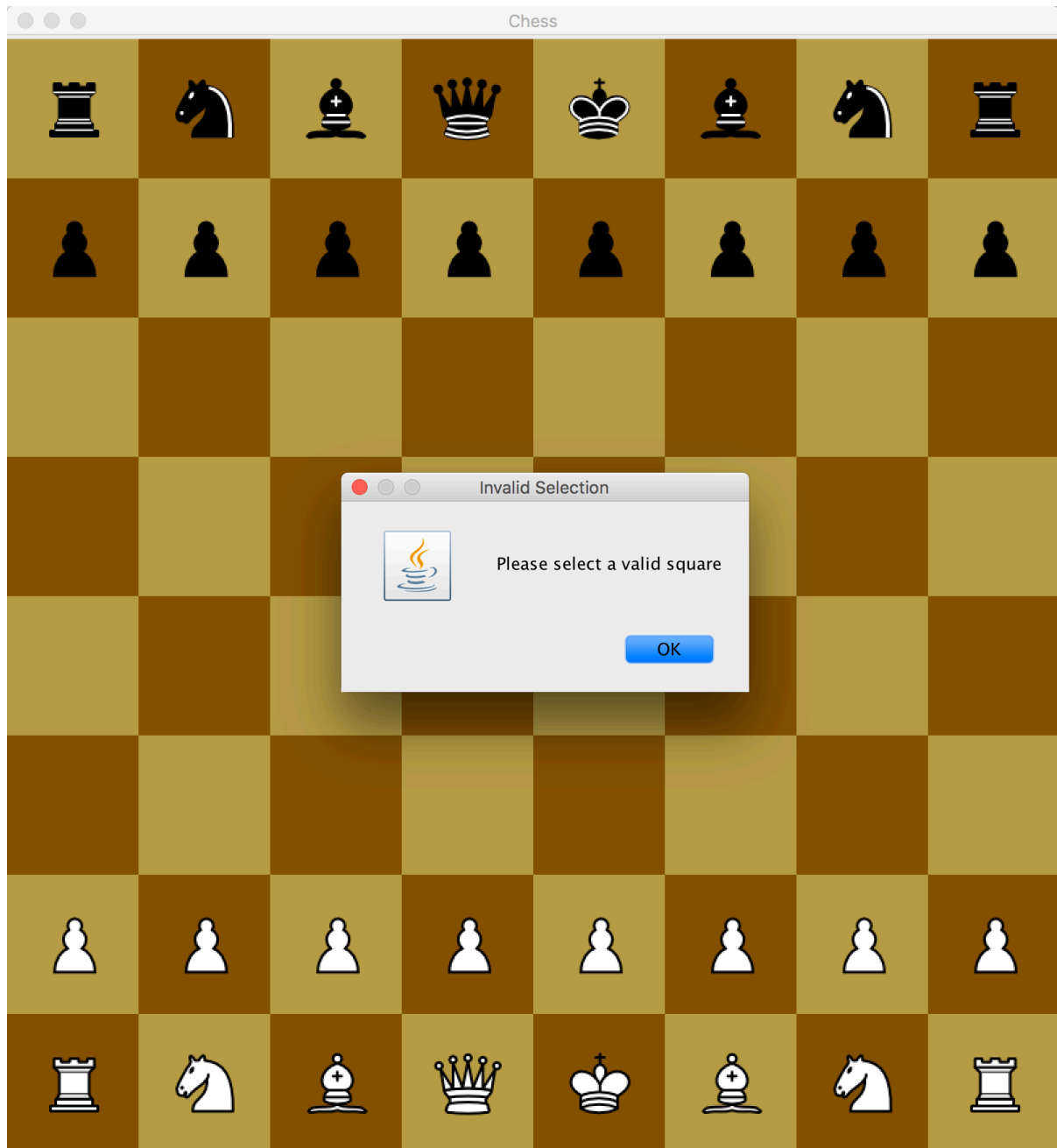
#### Steps:

1. Click on an invalid square
  - a. Option 1: Click on the empty square at (4,4)
  - b. Option 2: Click on an enemy piece's square at (0,0)

#### Observe:

- There are no changes to the placement of the pieces on the board
- There is a pop-up dialog that warns the user to select a valid square

#### Screenshot:



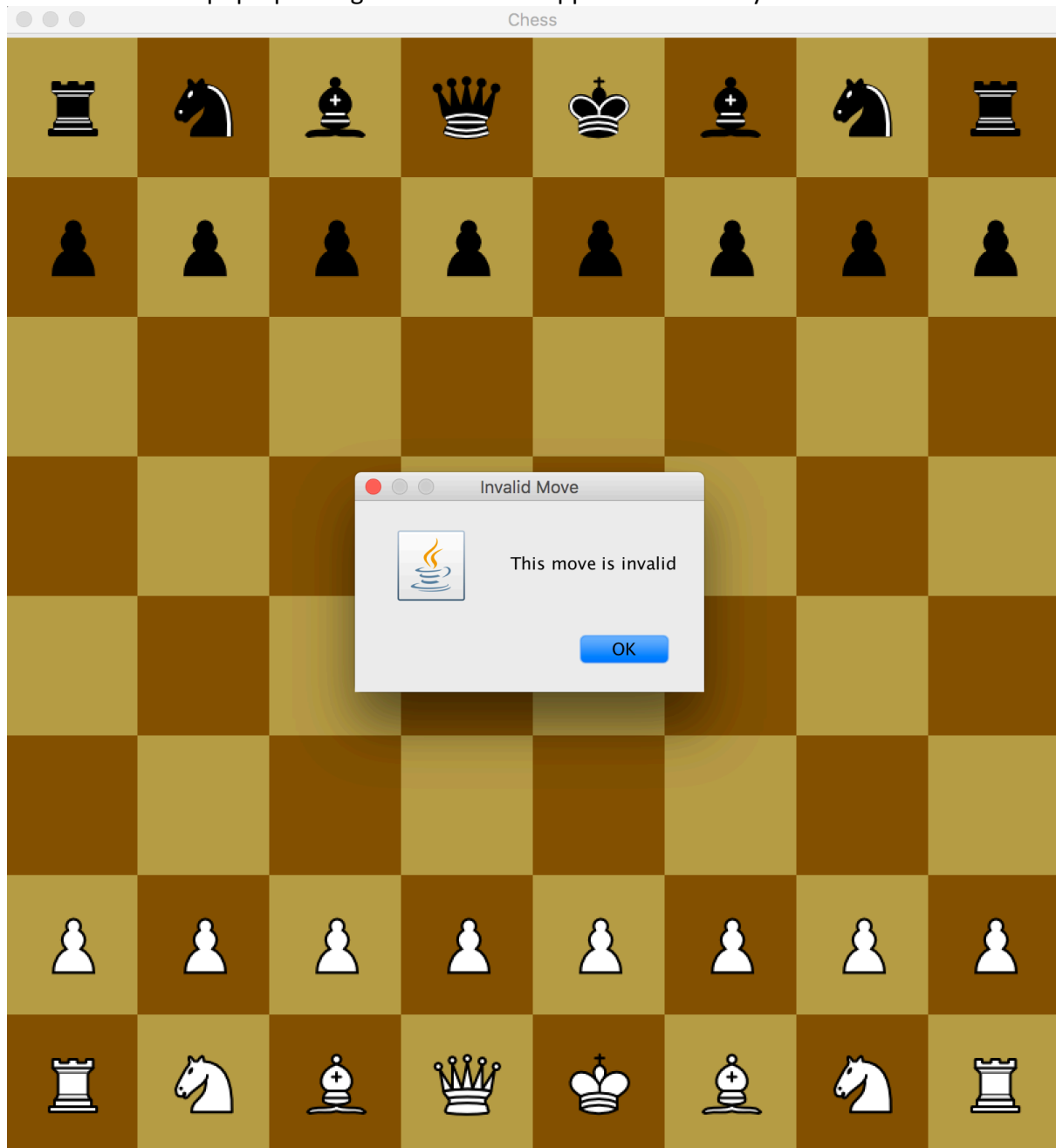
## Test 4: Invalid Movement

### Steps:

1. Click on the White Pawn at (3,6)
2. Click on the empty Square at (3,3)

### Observe:

- There are no changes to the placement of the pieces on the board
- There is a pop-up dialog that warns the opponent that they are in check



## Test 5: Check Situation

### Steps:

1. Move White Pawn from (3,6) to (3,5)
2. Move Black Pawn from (2,1) to (2,2)
3. Move White Bishop from (2,7) to (4, 5)
4. Move Black Pawn from (3,1) to (3,2)
5. Move White Bishop from (4,5) to (1,2)

*Note: Moving a Piece from (a,b) to (x,y) means clicking on the Piece at (a,b) and then clicking on the square at (x,y)*

### Observe:

- There is a pop-up dialog that warns the opponent that they are in check

### Screenshot:



## Test 6: Check Situation

### Steps:

1. Move White Pawn from (3,6) to (3,5)
2. Move Black Pawn from (2,1) to (2,2)
3. Move White Bishop from (2,7) to (4, 5)
4. Move Black Pawn from (0,1) to (0,2)
5. Move White Bishop from (4,5) to (1,2)

*Note: Moving a Piece from (a,b) to (x,y) means clicking on the Piece at (a,b) and then clicking on the square at (x,y)*

### Observe:

- There is a pop-up dialog that warns the opponent that they are in checkmate

### Screenshot:

