

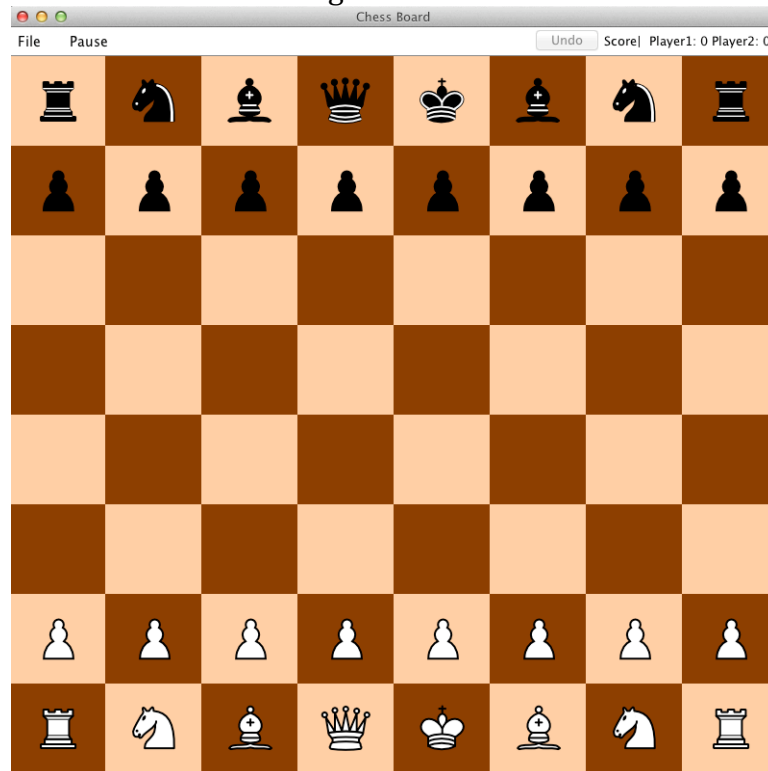
Assignment1.2: GUI Manual Test Plan

Instructions: In order to run the following test cases, compile and run the “Contoller.java” file as a Java application. In the IntelliJ IDE, the Run game button can be pressed when the Controller option is selected, as well as right clicking on “Controller.java” in the Controller Package and select “Run Controller.main()”.

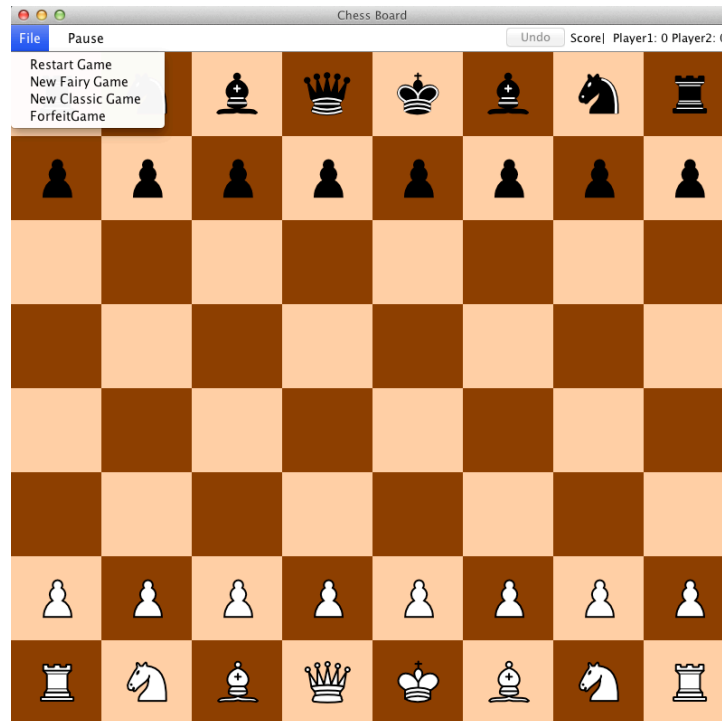
Test Suite:

1. Test Simple Initialization of GUI and the Menu

- Step 1: Open up the application and make sure that the initial board looks like the following:

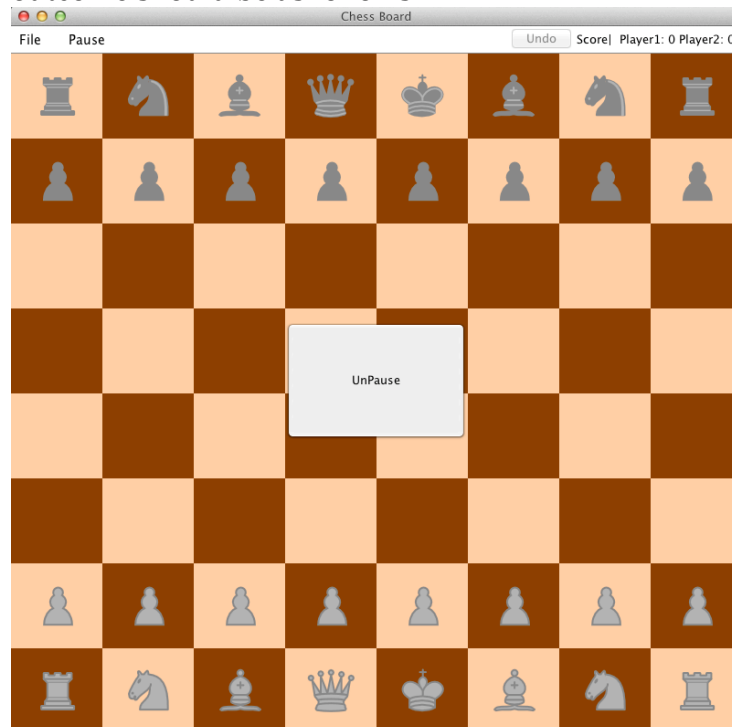


- Step 2: Make sure that the File Menu opens properly and looks like the following:



2. Test Pause

- Step 1: Run the game and click on the Pause button, the resulting outcome should be as follows:

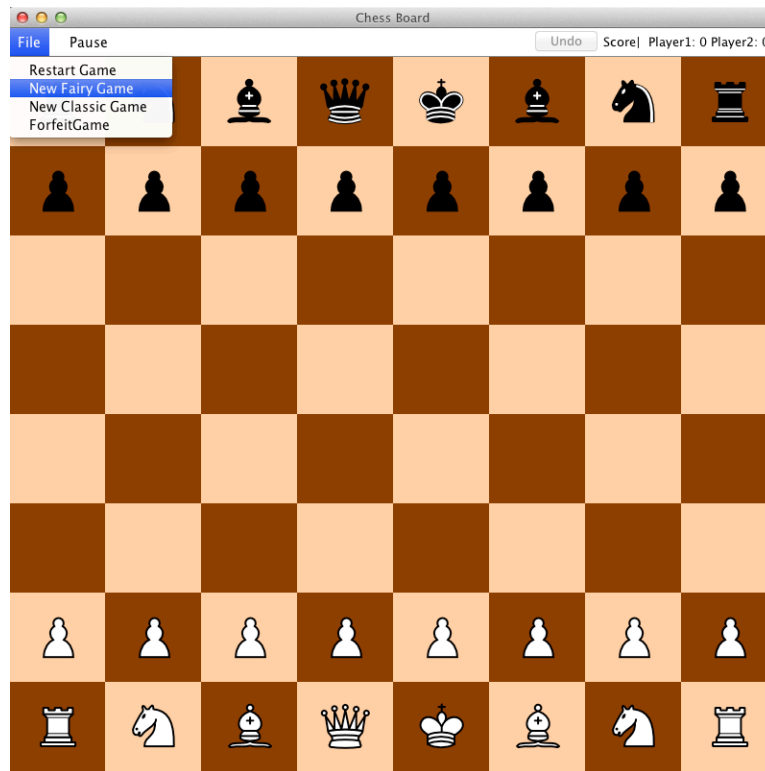


Note: On this screen all the pieces are not clickable and should not be able to be selected in any way. The only active buttons are the Unpause button, the Pause button (both of which will take the game out of pause) or the File menu.

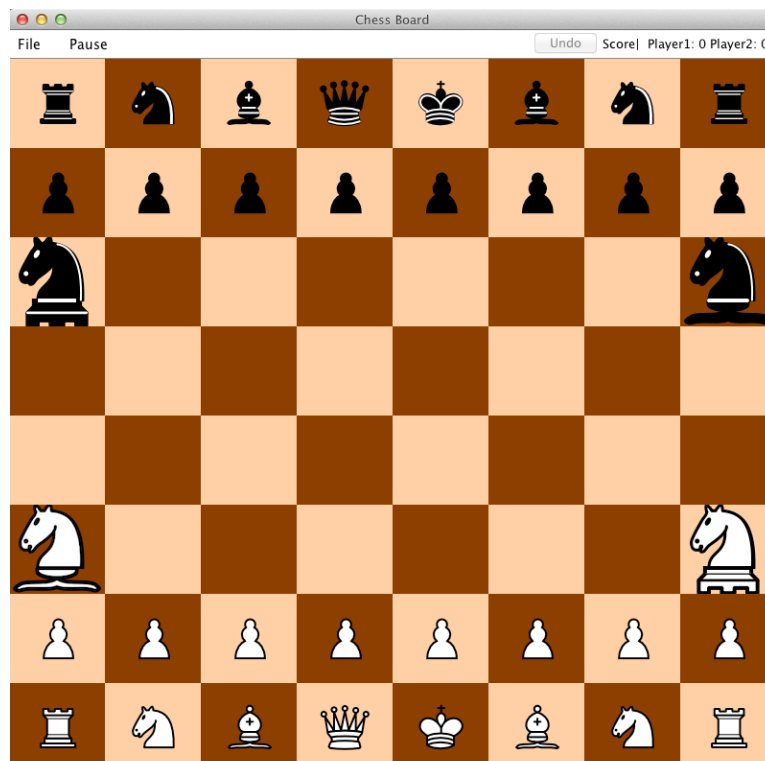
3. Test Fairy Game Initialization

- Step 1: Rerun the game and select the File menu, then in the drop down box select the Fairy Game: The before and after picture as they should appear are shown:

Before:



After:

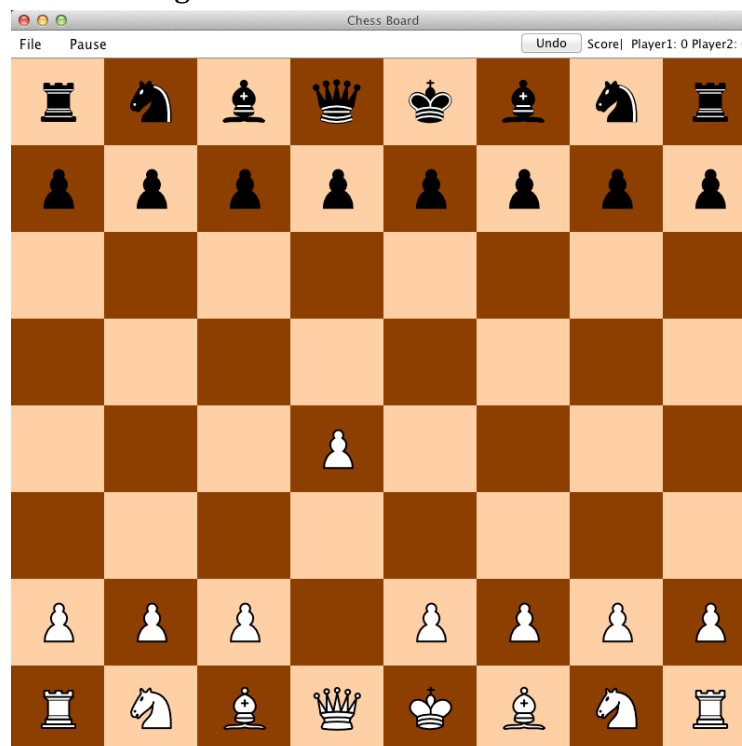


4. Test Simple Movement and Movement Restrictions

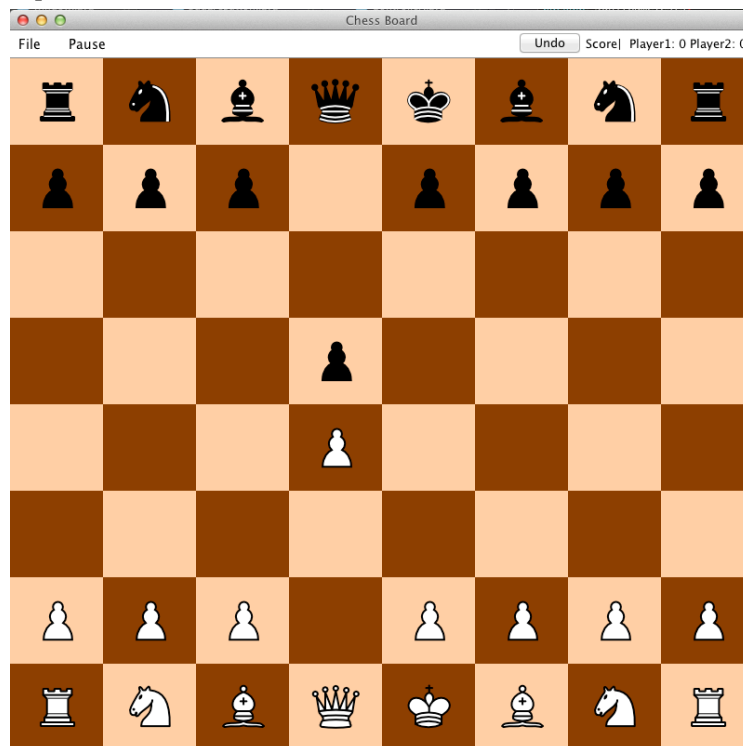
- Step 1: Rerun the “Controller.java” and select the pawn in front of the white queen. The result should look as follows indicating that the pawn is selected:



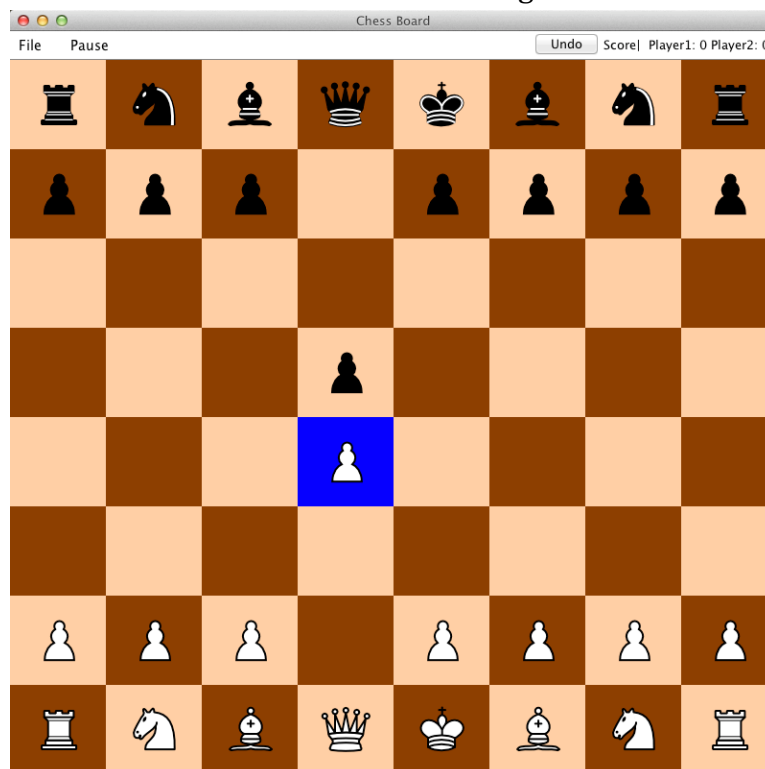
- Step 2: Left click two squares in front of the selected Pawn, the Pawn should move to that square and the board should resemble the following:



- Step 3: Move out the black pawn in front of the black queen two spaces, the board should look like the following after the black pawn has moved:

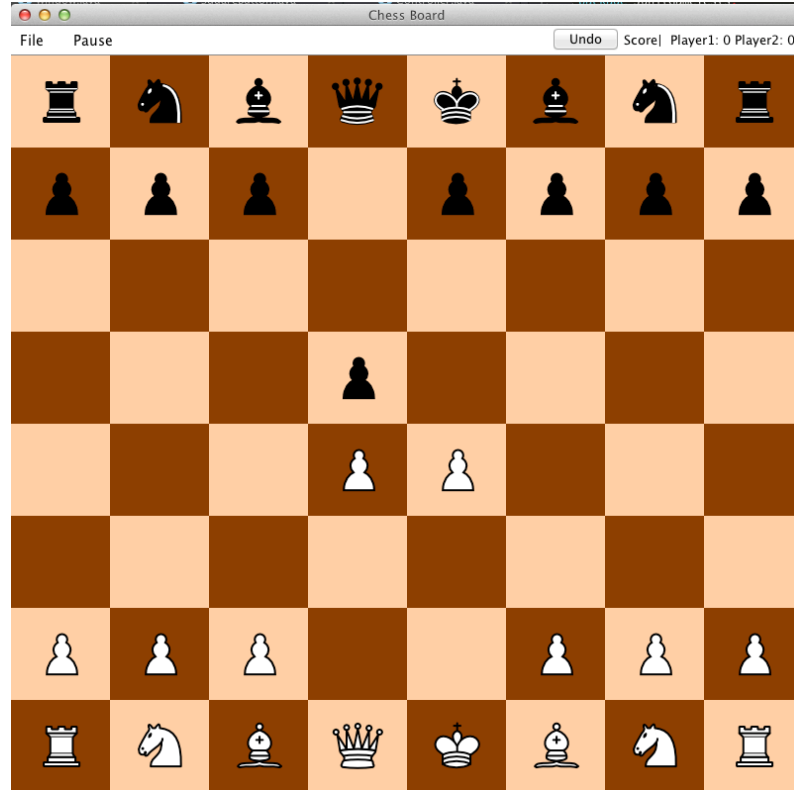


- Step 4: Select the white pawn in the middle of the screen and attempt to move onto the square directly in front of it. This is the square inhabited by the black pawn. Note that the blue Square means the piece could not move to your selected location. The screen should look like the following:

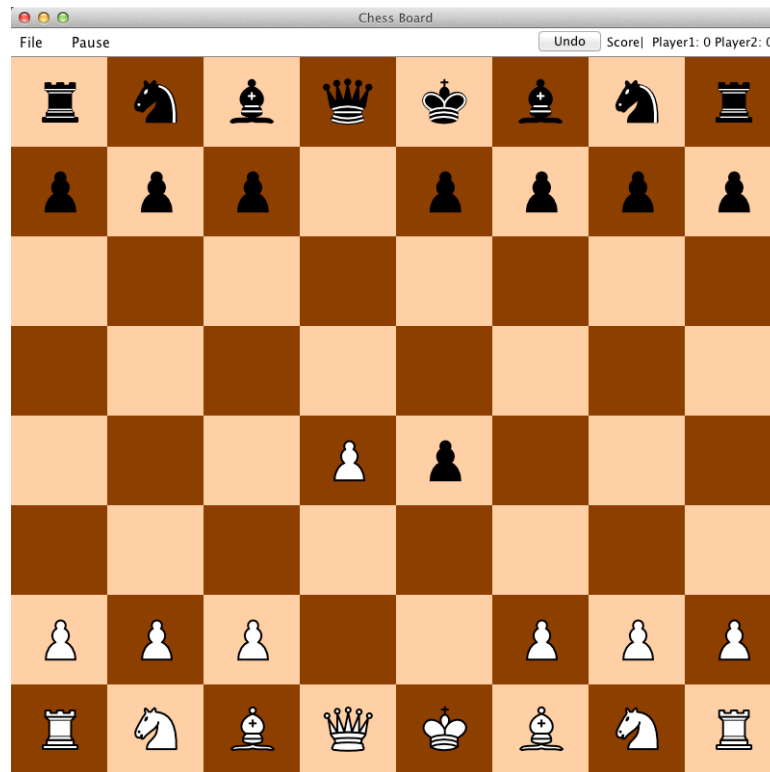


5. Test Attacking

- Step 1: Move out the white queenside pawn two squares, then the black queenside pawn two squares, and then the white kingside pawn two squares. The board should look like the following:

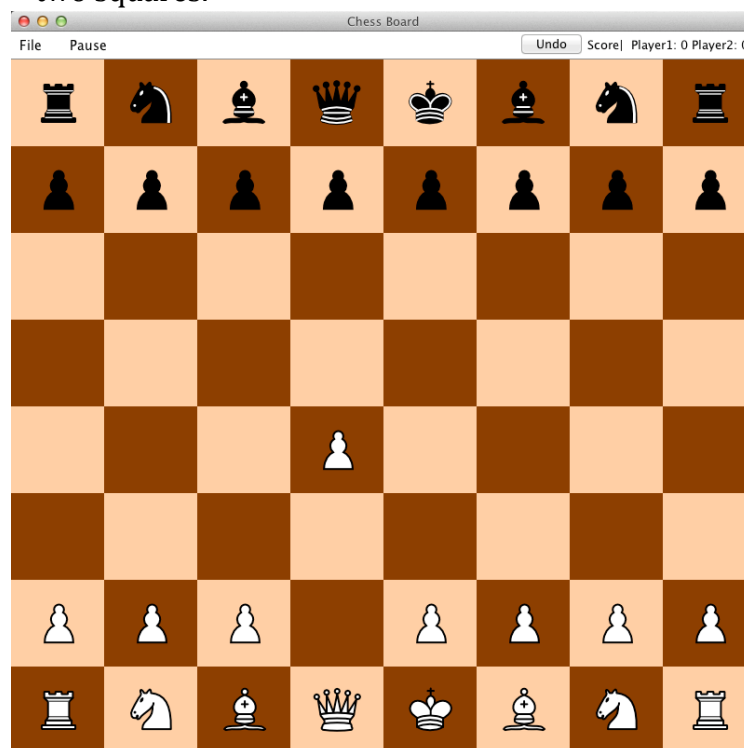


- Step 2: Select the black pawn in the center of the board and move it diagonally down to the right to the square occupied by the white pawn. It should eat the white pawn and replace it with itself. The board should now look like the following.



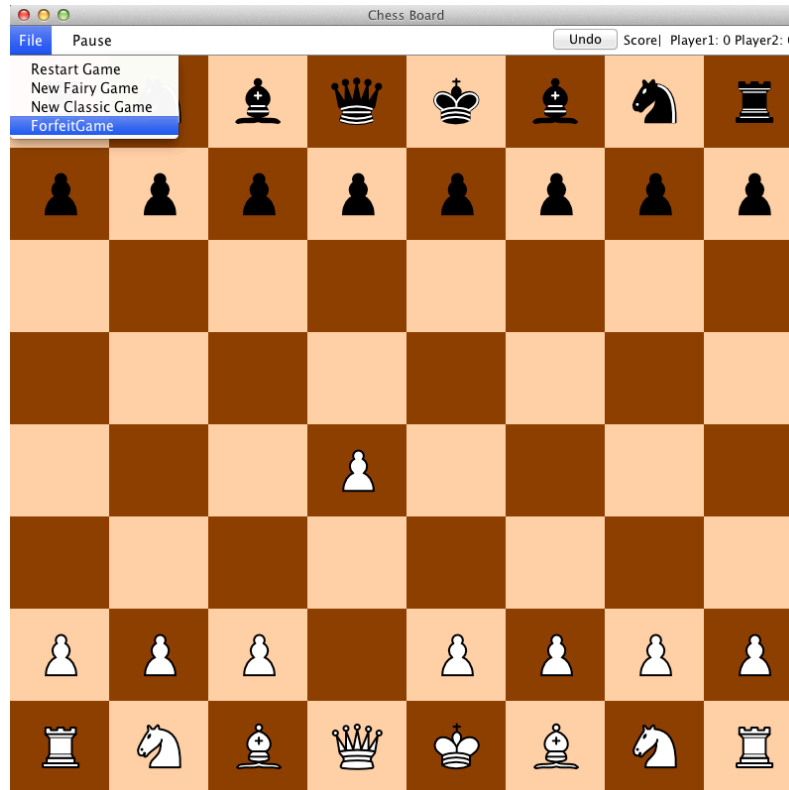
6. Test Forfeit

- Step 1: Rerun the game and move out the white queenside pawn two squares.

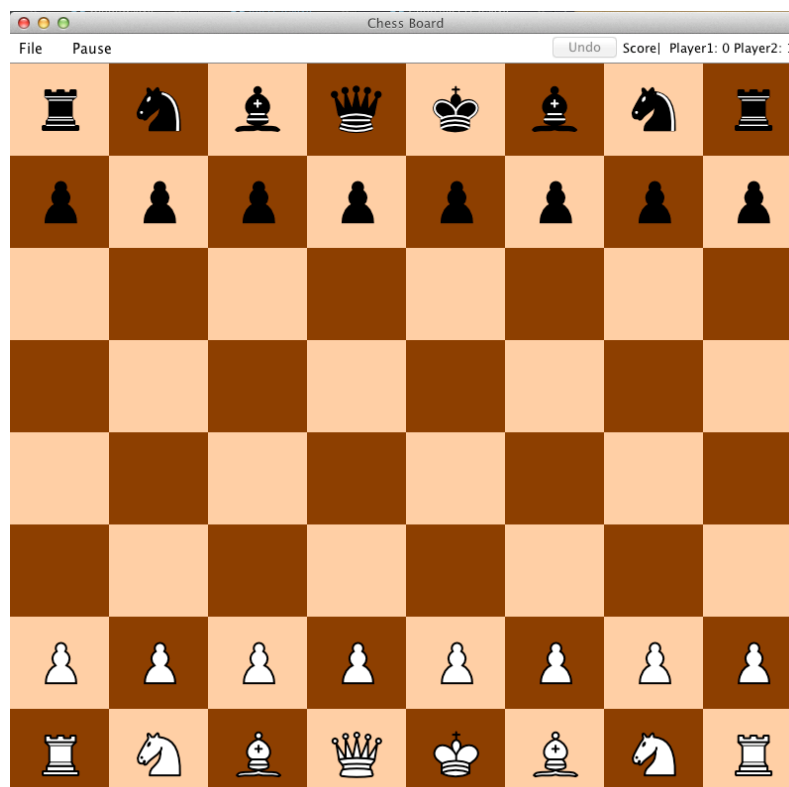


- Step 2: Click the File menu and select the forfeit game option. This should reset the board and give Player2 one point (as shown in in the top right of the screen). The before and after images are shown as such:

Before:

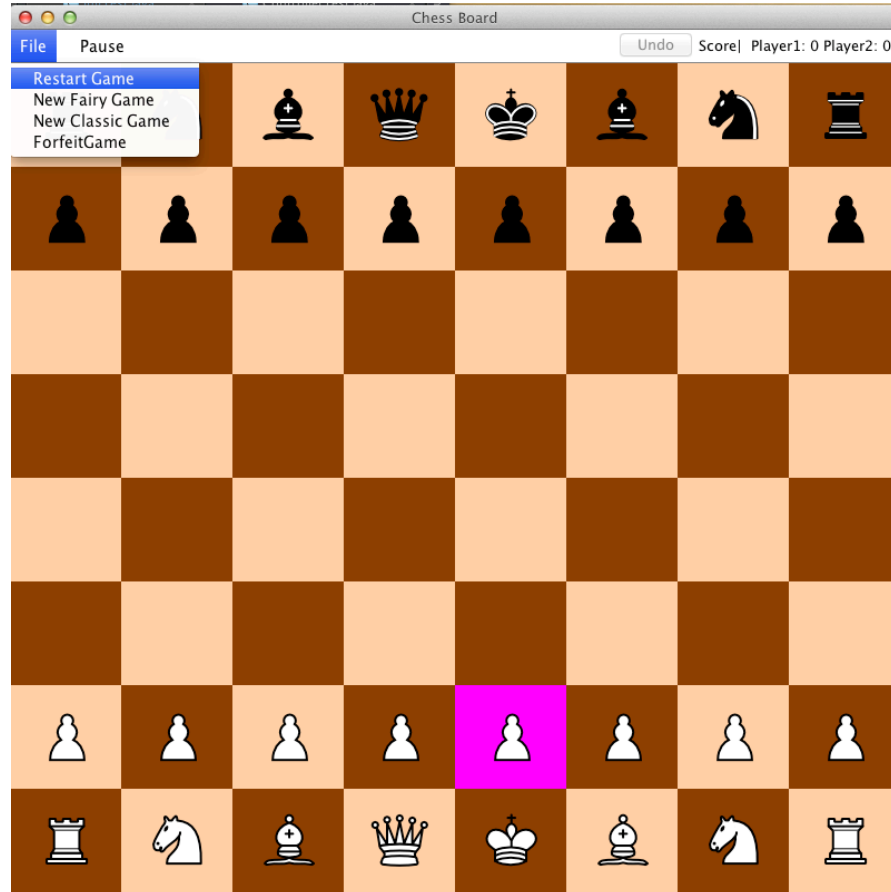


After:



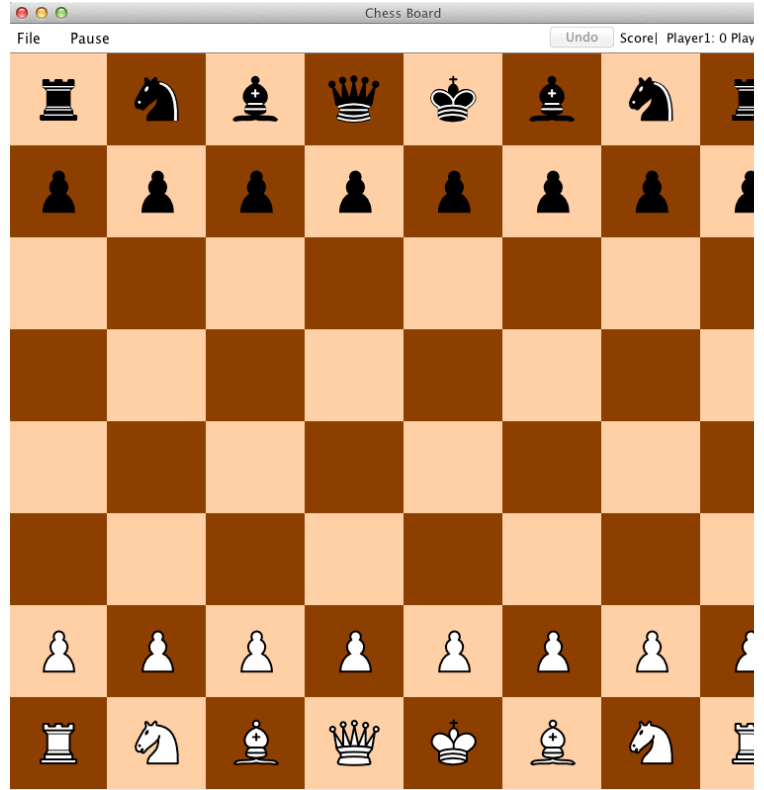
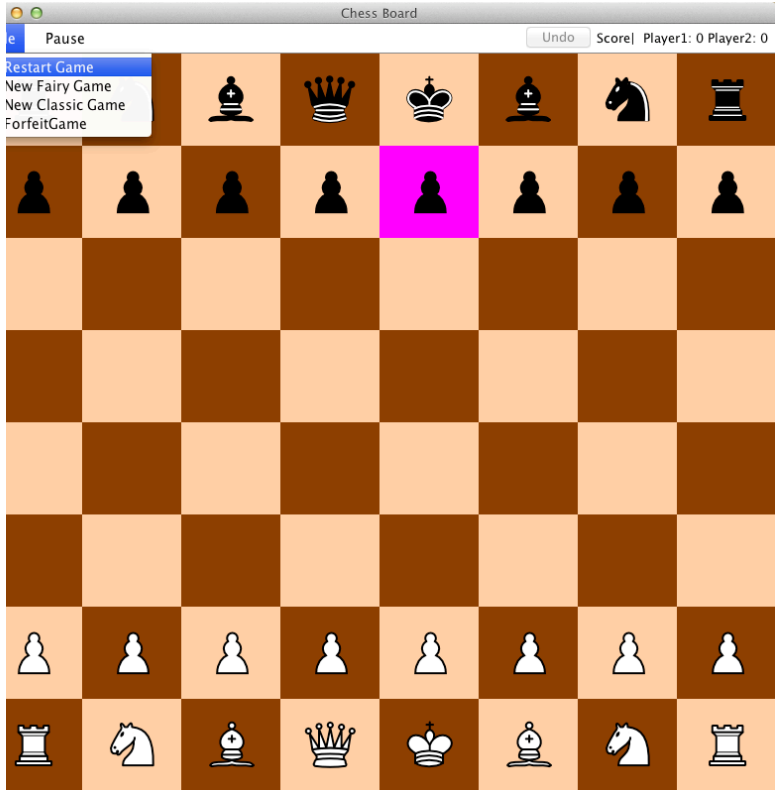
7. Test Restart

- Step 1: Select the white kingside Pawn (indicated by the magenta square). Then go to File and select Restart Game. The window should look like the following:



Note: This should result in the loss of a turn to white so that black can then decide whether to restart the game as well.

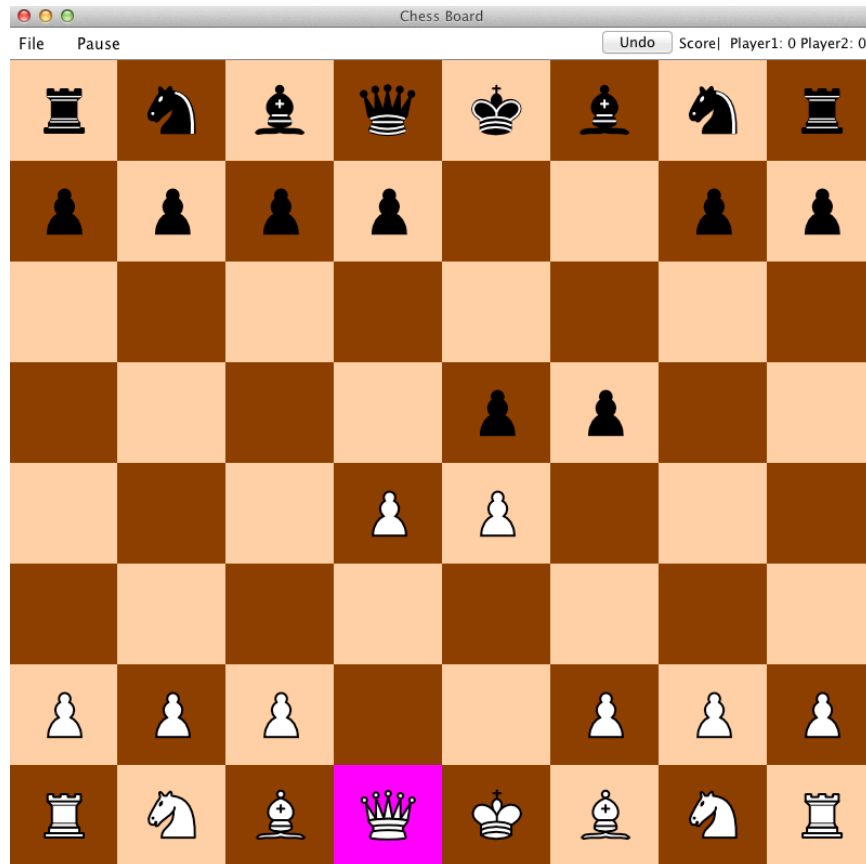
- Step 2: Now that it is black team's turn select the kingside black pawn and once again click File | Restart Game. This will reset the game to a new game. The before and after windows should be as follows:



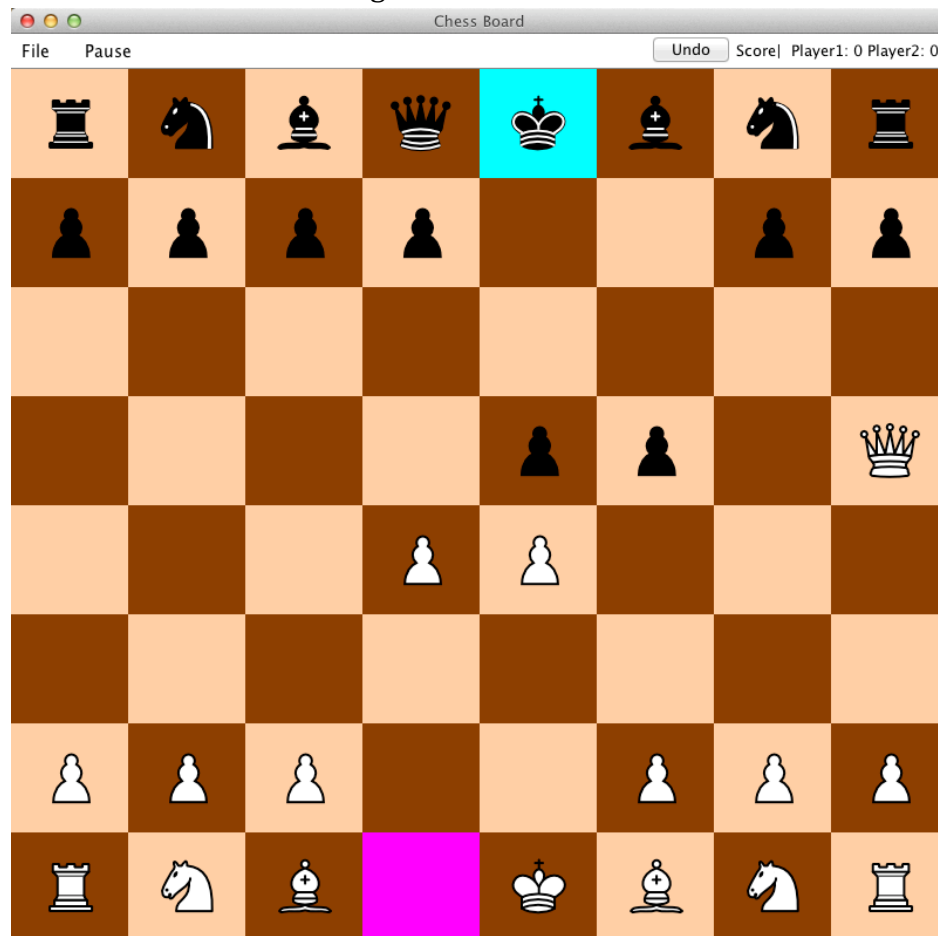
Notice that there is no increment of the Score Counter

8. Test Check

- Step 1: Rerun the game and initialize the Board so that the pawns are configured as shown. Then select the white queen. The game should look like the following:

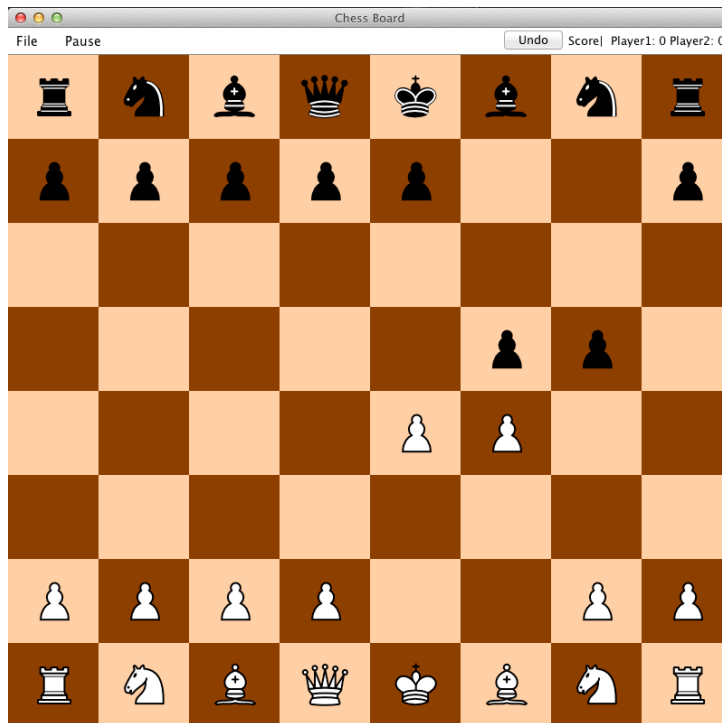


- Step 2: Move the white queen diagonally upward to the right all the way to the edge of the board. This should place the black king in check, but not checkmate as the black king can move down one move. Note that the checked king has a teal square underneath. Also Note that the magenta square is still lit up to show where the piece that placed check moved from was. The Board should now look like the following:



9. Test Checkmate

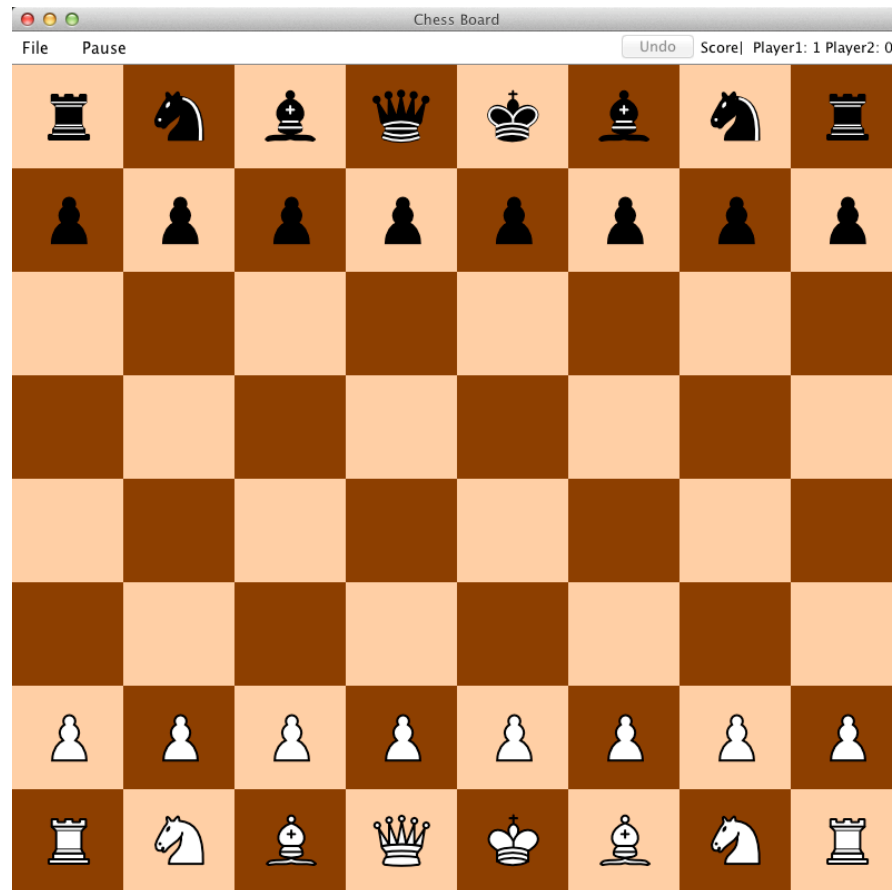
- Step 1: Rerun the game and initialize the board by moving the white and black pawns to the configuration shown:



- Step 2: Move the white queen diagonally upward to the right all the way to the edge of the board. This should place the black king in checkmate as there are no legal moves for black and the king is in check. Note that the king is lit up with a red square that indicates checkmate. Also note that neither player is allowed to move any piece. The button in the middle of the screen must be clicked to restart the game.

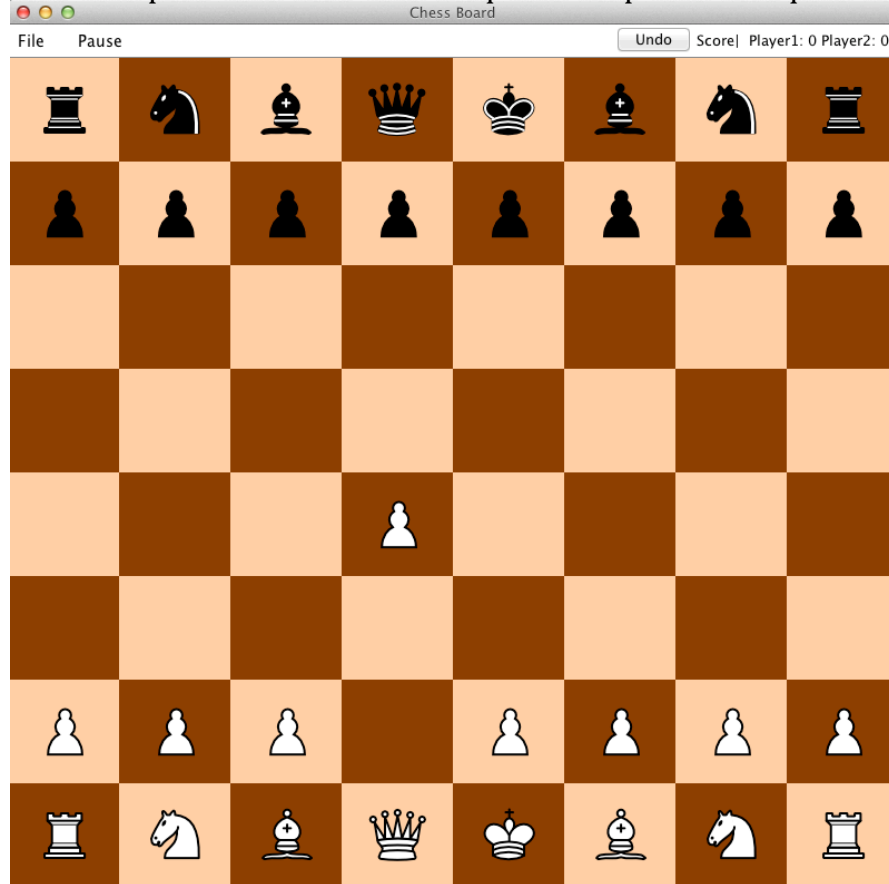


- Step 3: Click the button in the middle of the screen. The board should reset and the correct player's score incremented (in this case player 1 won so player 1 is incremented). This is shown here:

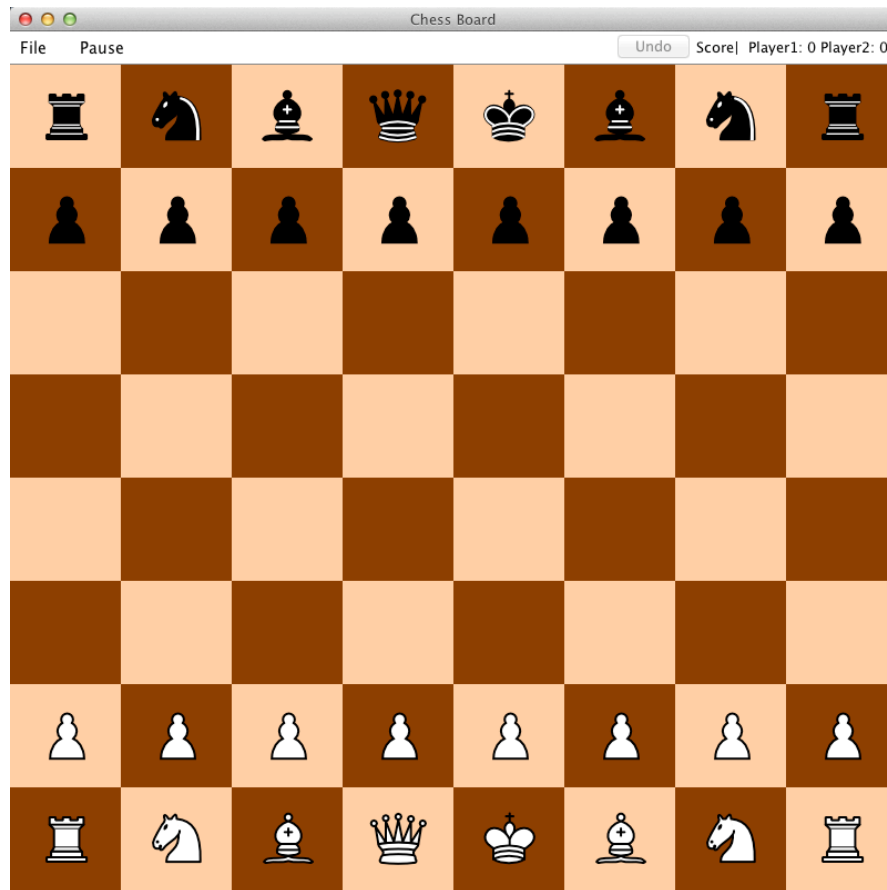


10. Test Undo

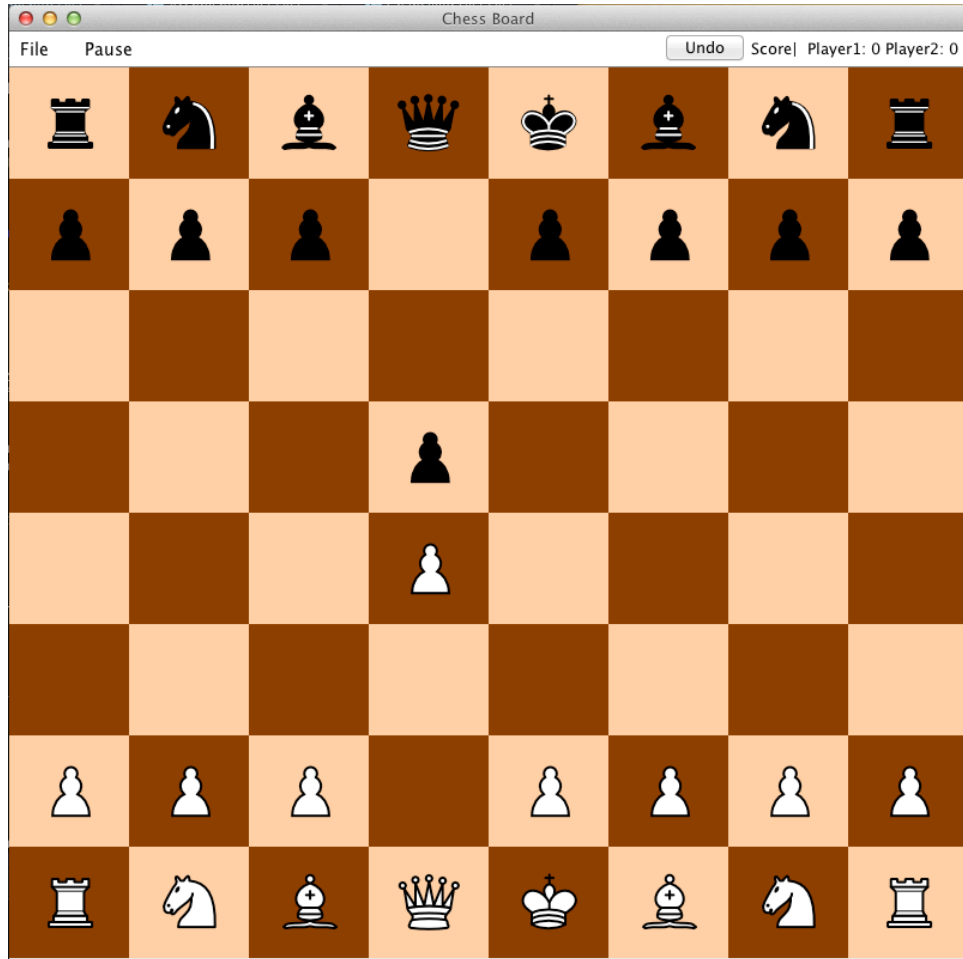
➤ Step 1: Move out the white queenside pawn two squares as shown:



- Step 2: Click the Undo button at the top right and notice that the white pawn will move back to its original position. Note that Undo button greys out, satisfying the restriction that there be only one play able to be undone.



- Step 3: Move the white queenside pawn again as shown. Note that the pawn can move two squares because the last play was undone so the one way flag of the pawn having moved was reset. Then move the black queenside pawn out two squares. The window should look like the following.



- Step 4: Click the undo button at the top right again and notice that the black pawn resets but not the white pawn. Also note that again the undo button is greyed out, making it the white player unable to take back their move as well.

