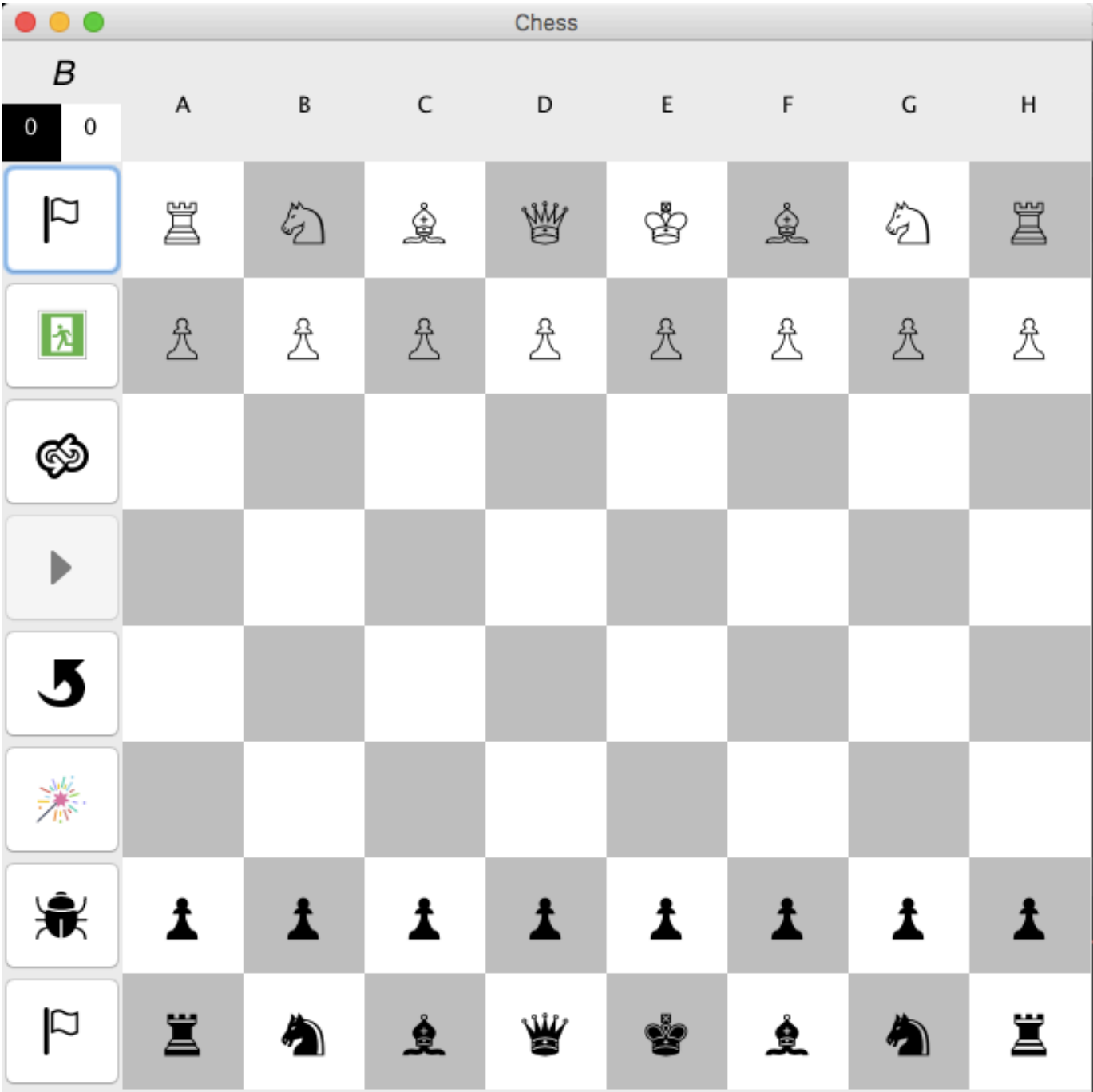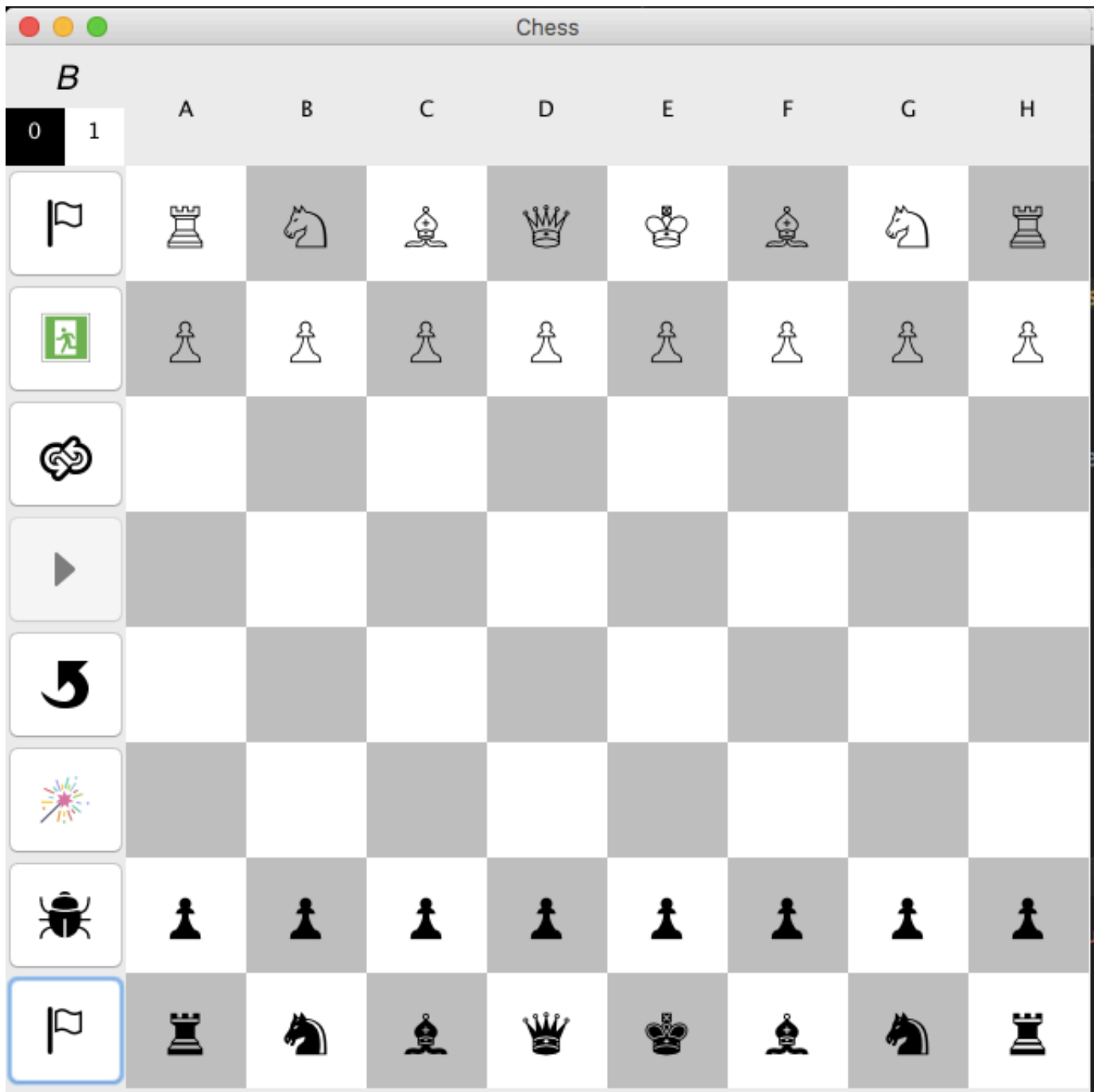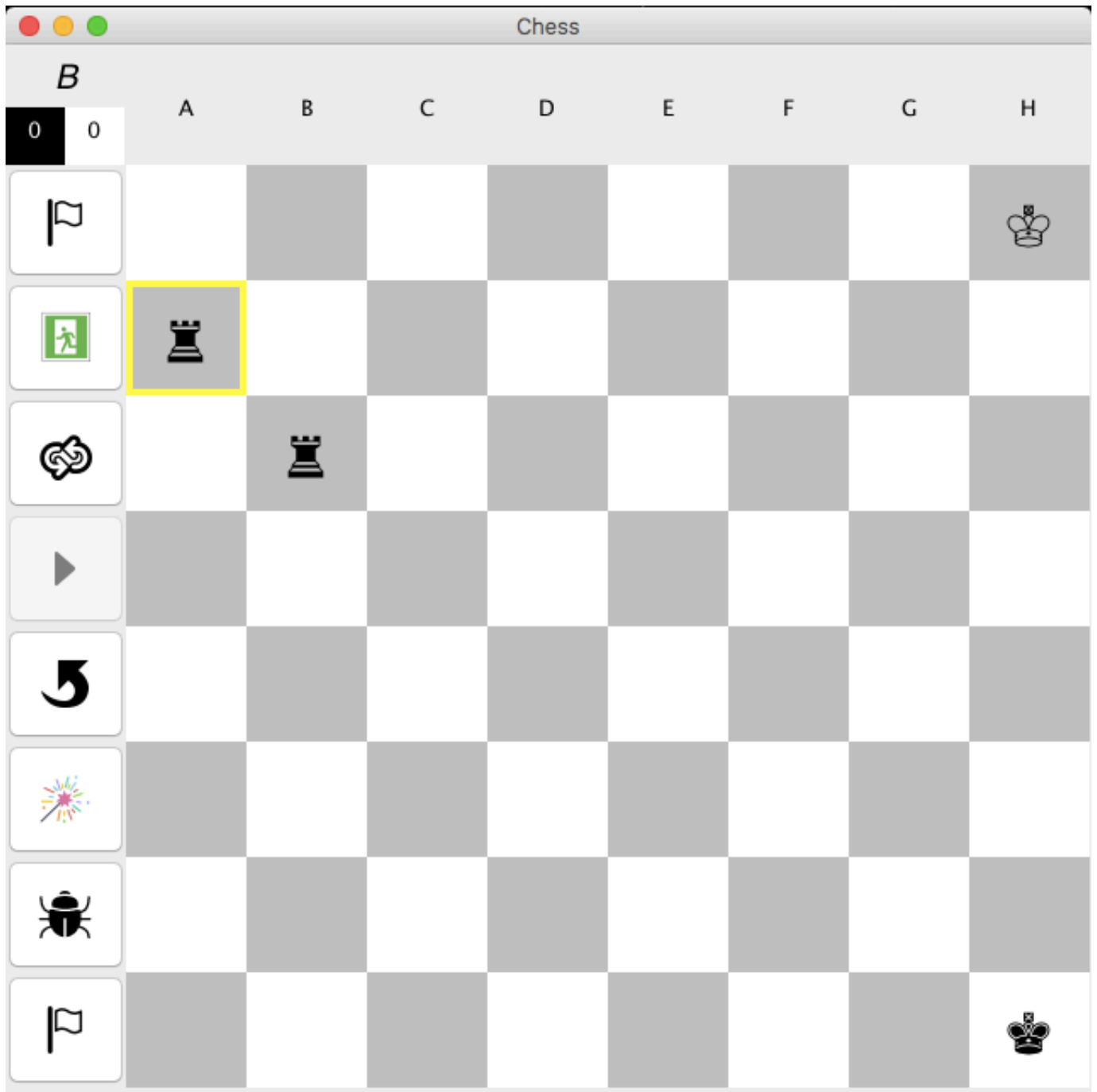# GUI Test Manual

1. Initial Layout

2. Press "Forfeit" Button

- Make a few random moves on the board.
- Press the lower white flag.
- Make sure the board is reset and the score of white gets incremented.
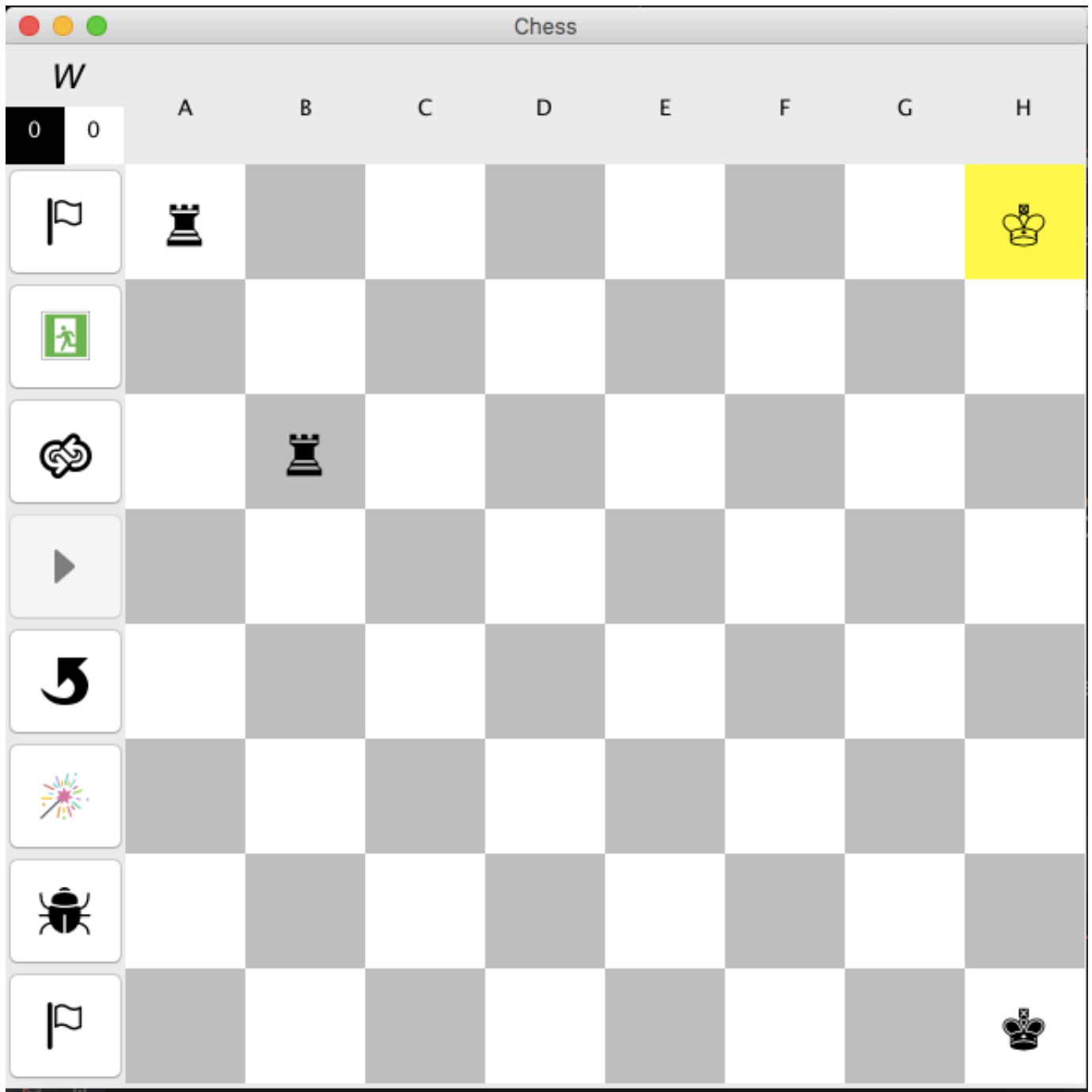- Vice versa for the upper white flag.

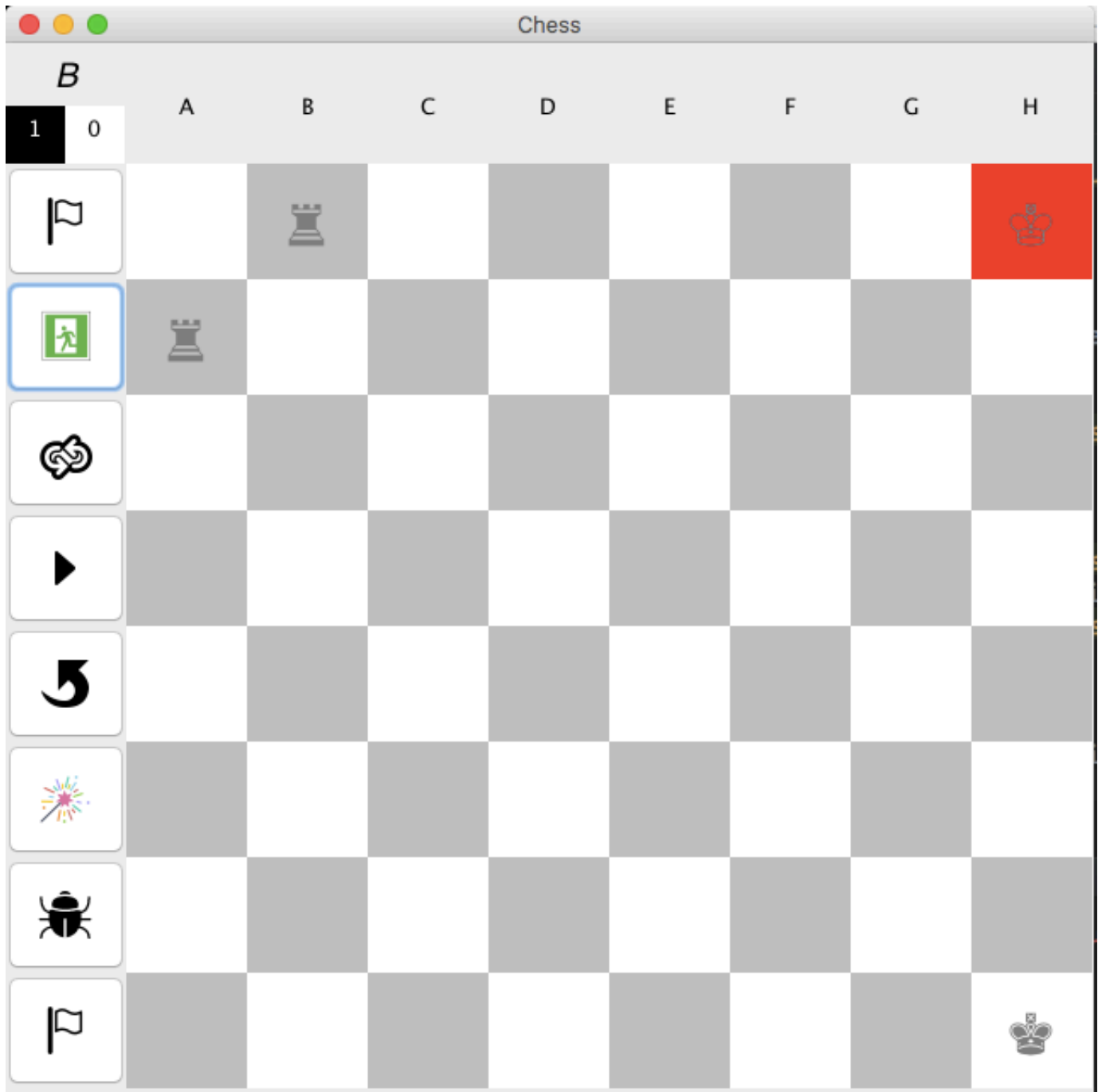## 3. Test check visual effect of check

- click on the bug button

	A	B	C	D	E	F	G	H

- move the upper rook the check the white king
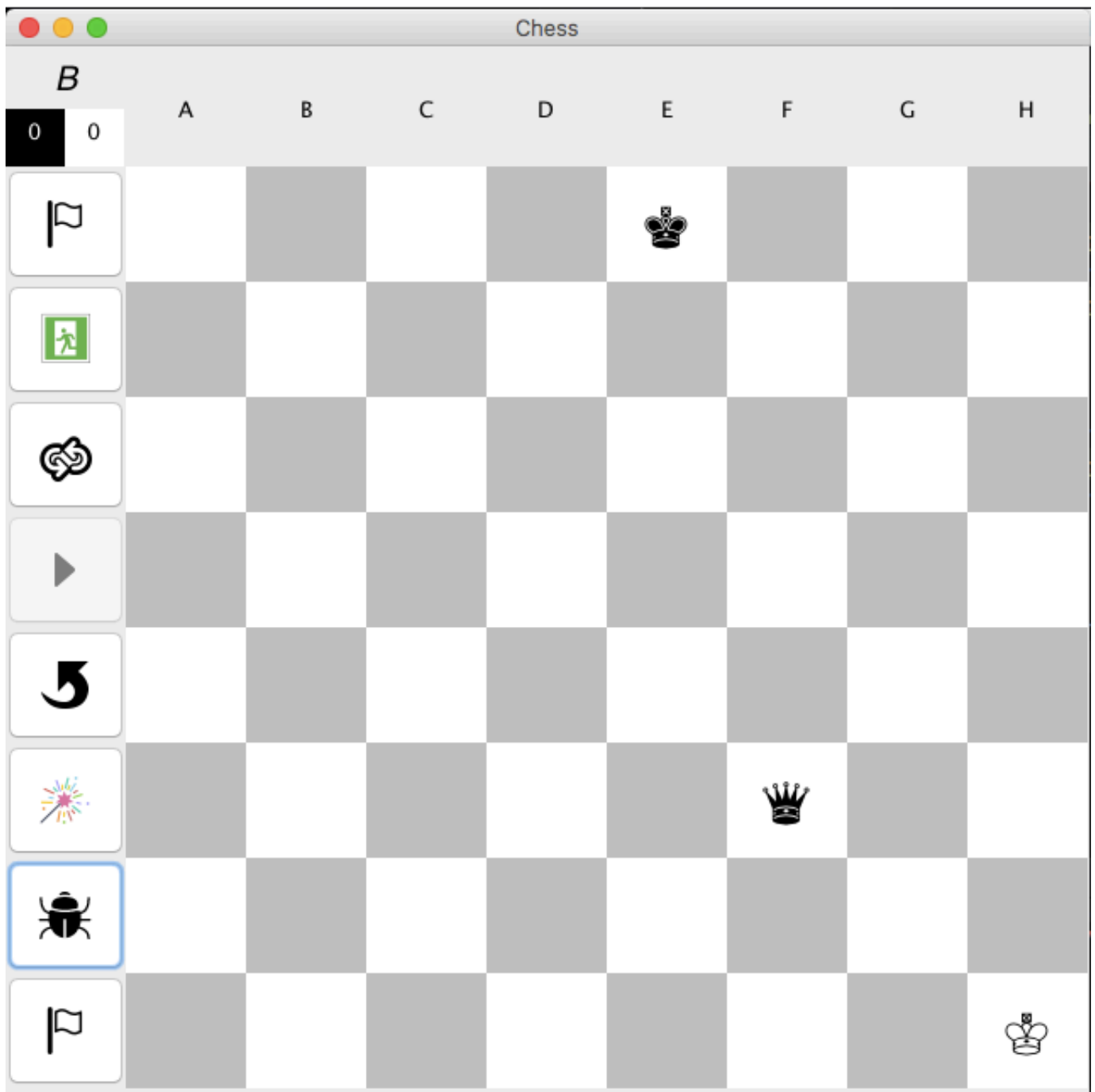
4. Test Checkmate Visual Effect

- click on the bug button
- move the lower rook the check the white king

- make sure that score gets correctly incremented and the board gets frozen until you hit the start button
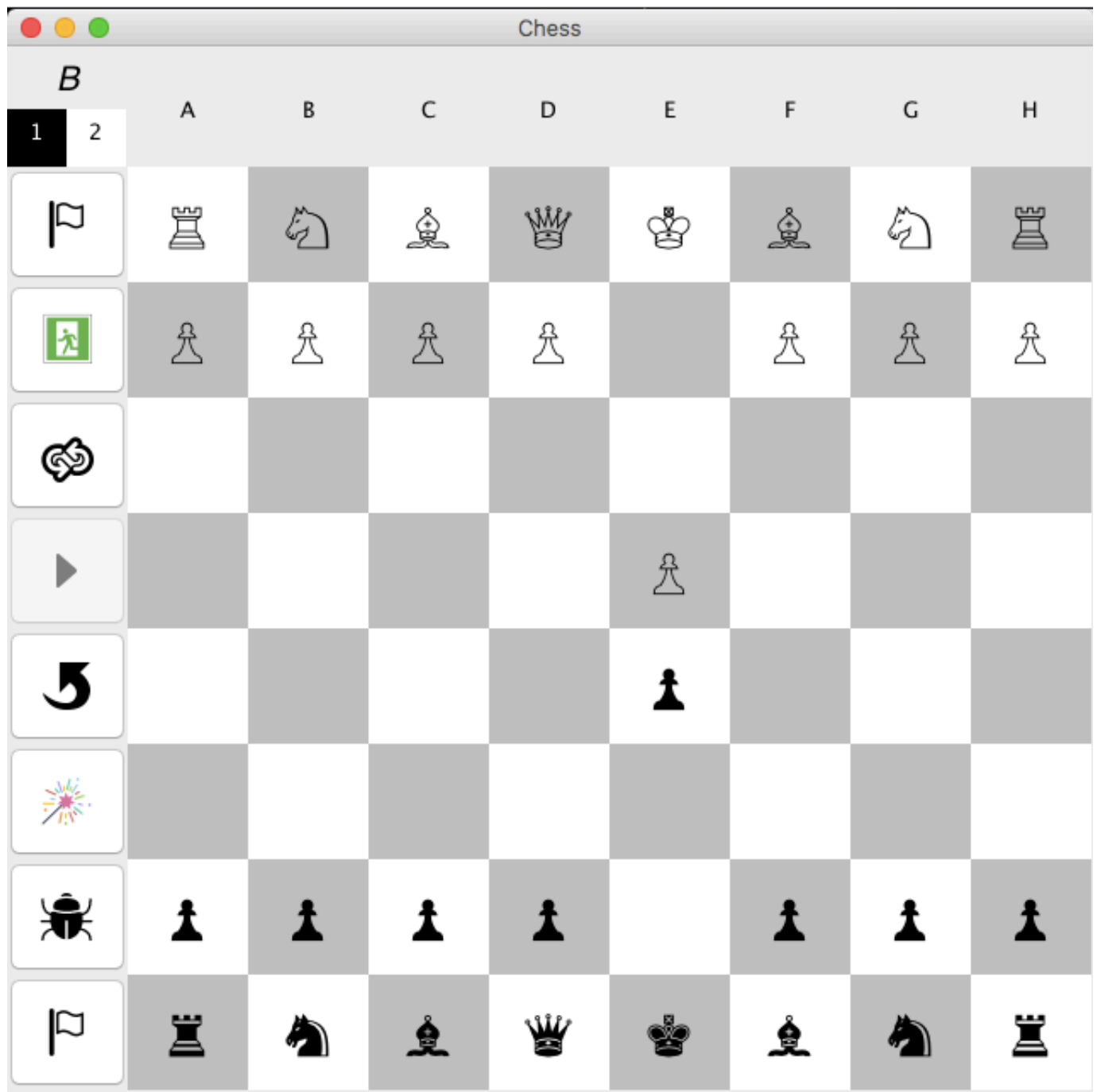
5. Test stalemate behaviour

- click twice on the bug button
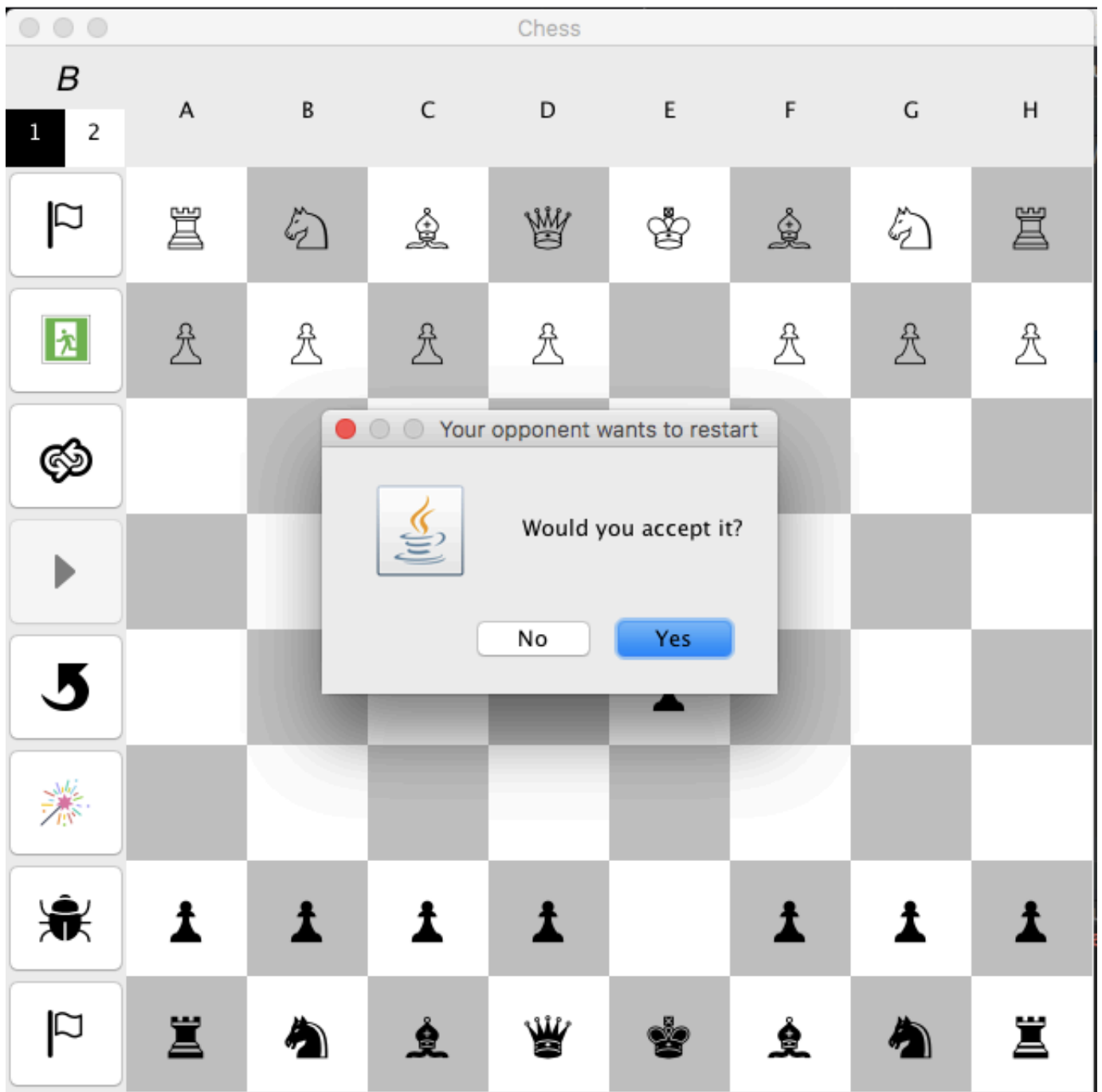- move the black queen right for one step

- make sure that the board gets instantly reset, without incrementing any score.

6. Test restart behaviour

- make a few random moves; forfeit a few times etc
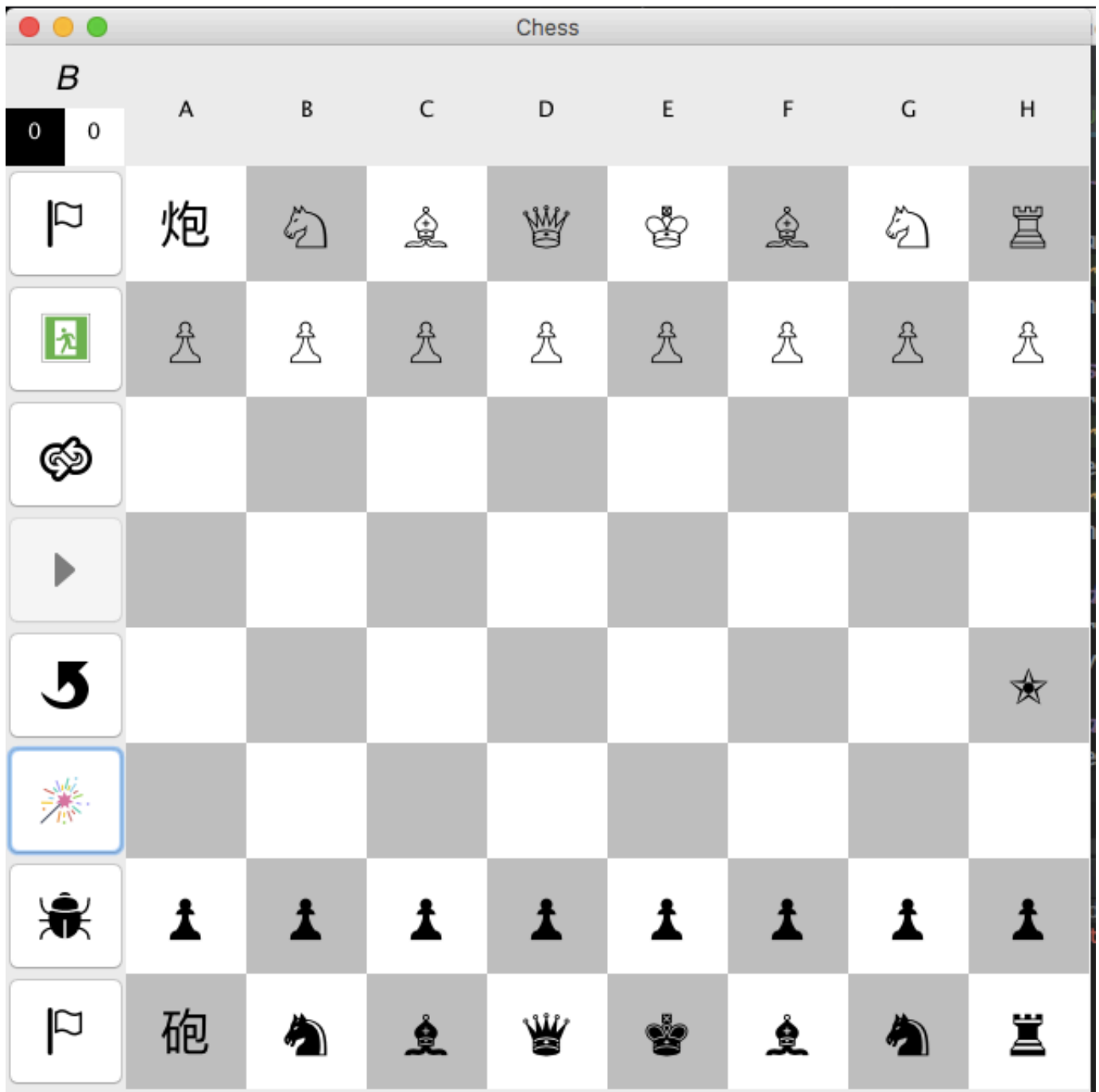
- click on the "restart" button

- make sure that after clicking yes, both the board and the score info get reset.

7. Test Undo Behaviour

- make a few random moves
- undo them. you should be able to undo to the initial state

8. Test "Magic" Behaviour

- click on the magic wand button

- make sure that two custom pieces appeared.
- 炮(Cannon) should be able to jump over exactly one piece to attack
- Khan(the star to the right) would join a random side in the beginning. After killing a piece, it should switch side.