

## 1 Test Plan

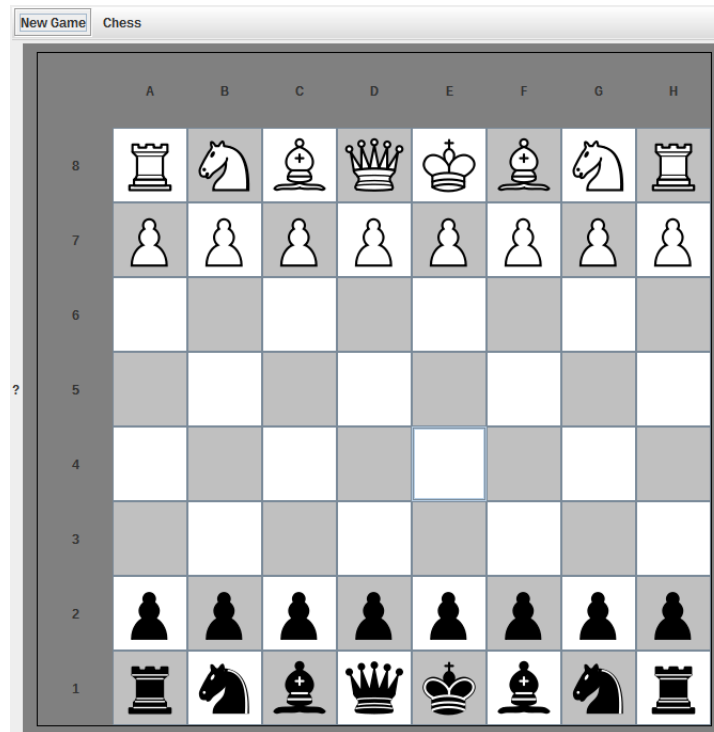


Figure 1: Start of Game Screenshot

### Test Checklist

1. Create a Dropdown to choose between playing a classic game or playing a game with the new pieces already on the board, or available only by promotion. In the latter case, check whether the pieces will be able to be selected and visible upon the promotion of a pawn.
2. Make sure the coordinates of the board in the GUI correctly map to pieces in the internal board.