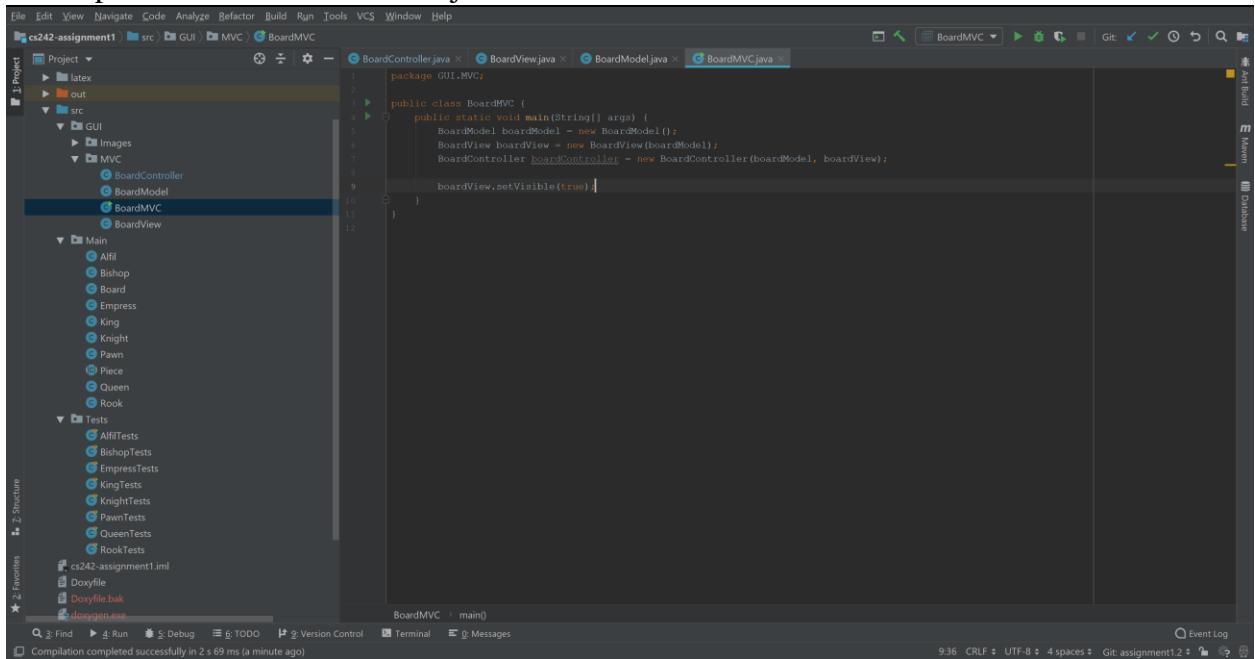


# GUI Manual Test Plan

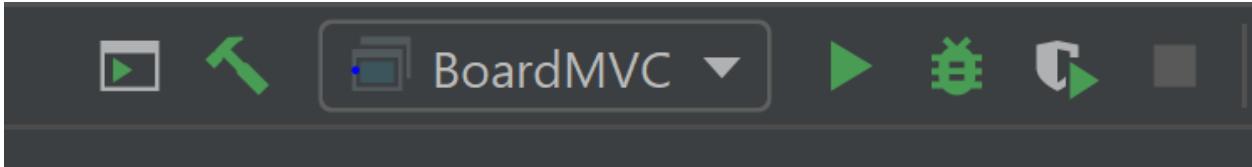
## I. Test Scenario 1 – On Game Load / Game Start

- Expectation – All of the Chess Pieces Laid Out According to the Rules of Chess
- Step 1: Go to the “BoardMVC.java” file in “src/GUI/MVC” folder

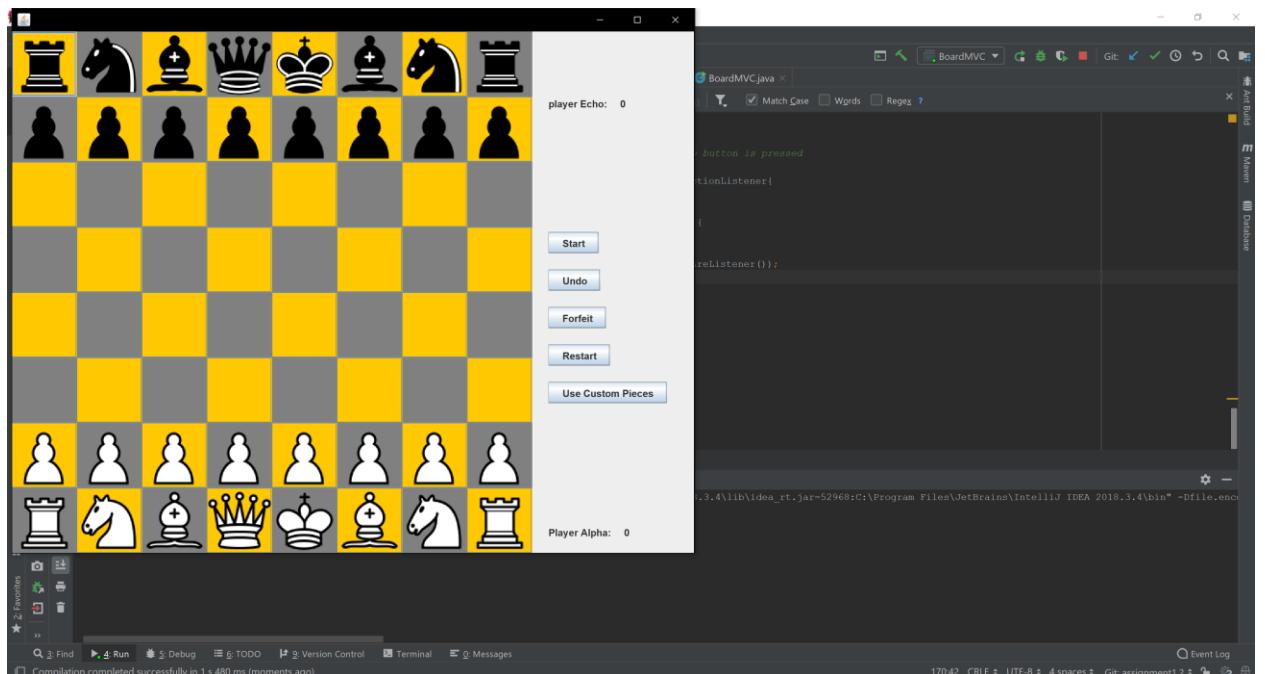


```
package GUI.MVC;
public class BoardMVC {
    public static void main(String[] args) {
        BoardModel boardModel = new BoardModel();
        BoardView boardView = new BoardView(boardModel);
        BoardController boardController = new BoardController(boardModel, boardView);
        boardView.setVisible(true);
    }
}
```

- Step 2: Run the “BoardGUI.java”



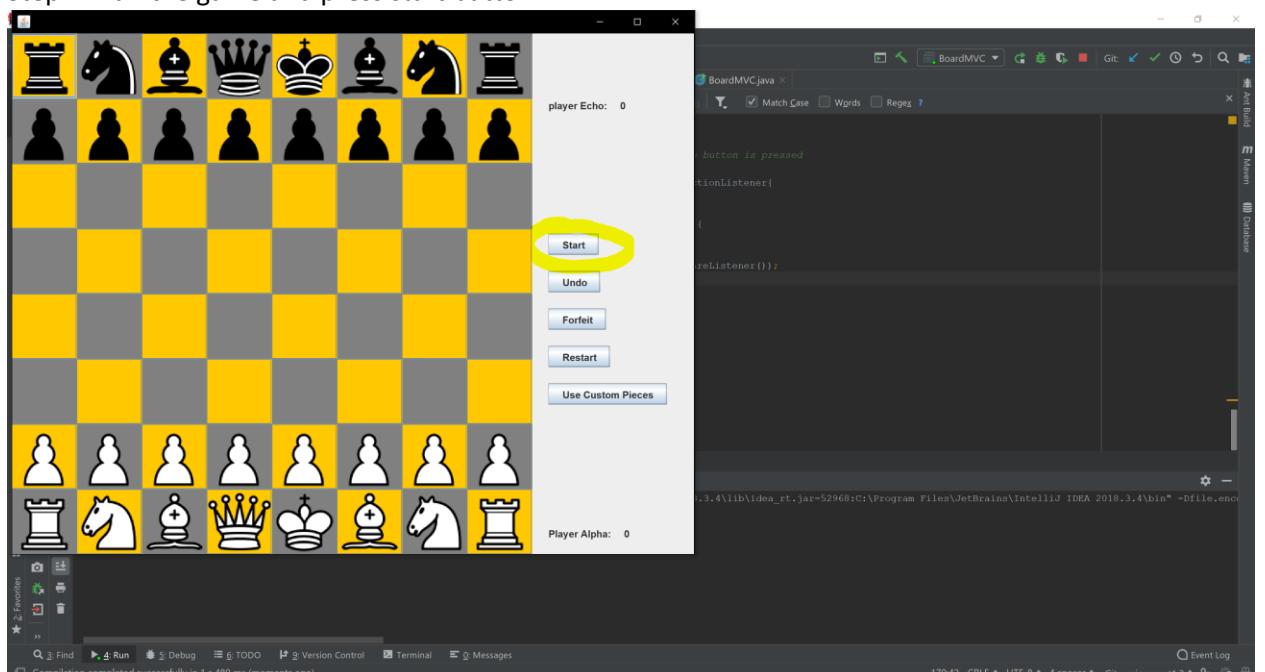
- Step 3: Check if the expectation is met



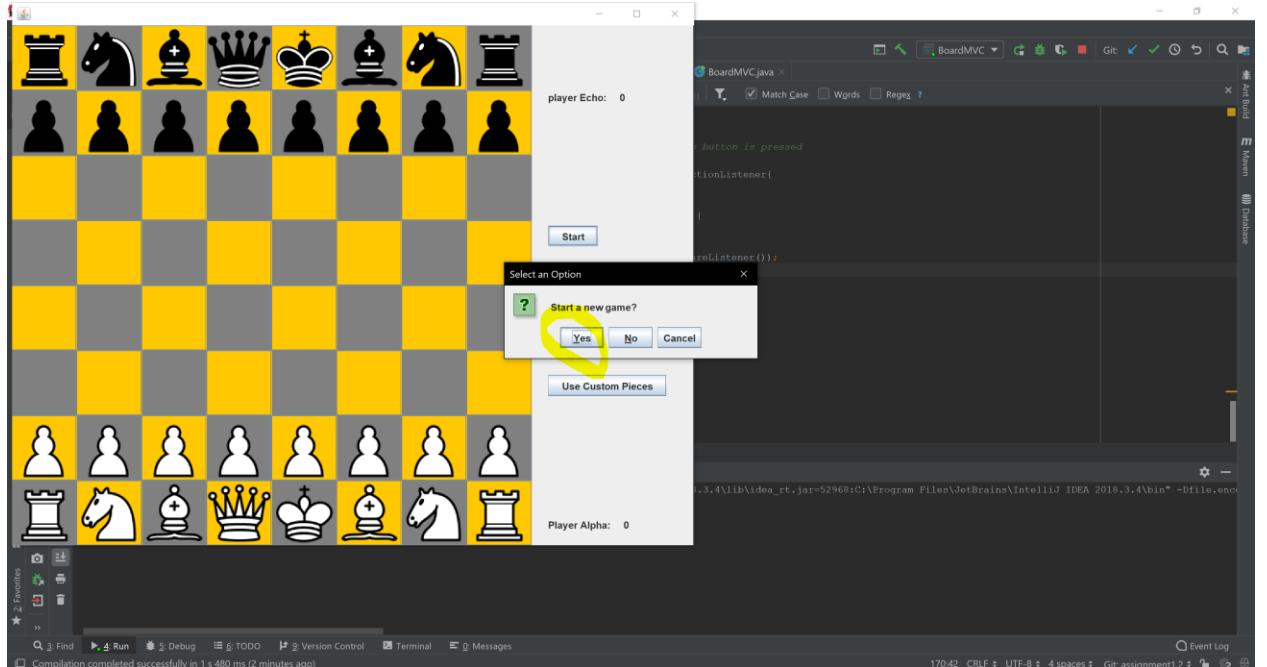
- Expectation is met, test passed

## II. Test Scenario 2 – Start a new Game, move the pieces and forfeit the game

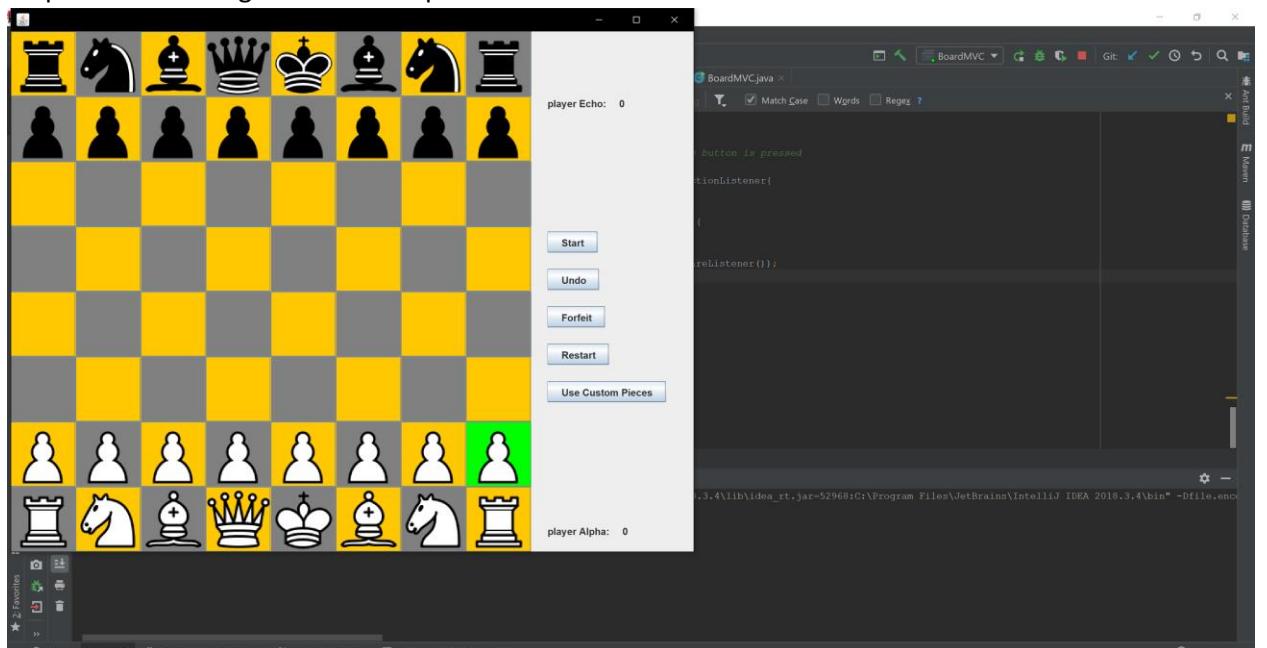
- Expectation: Started a new game where the player can move the pieces by turns. The player can capture the opponents' pieces. The player can forfeit this game round, and winner gets 1 point.
- Step 1: Run the game and press start button



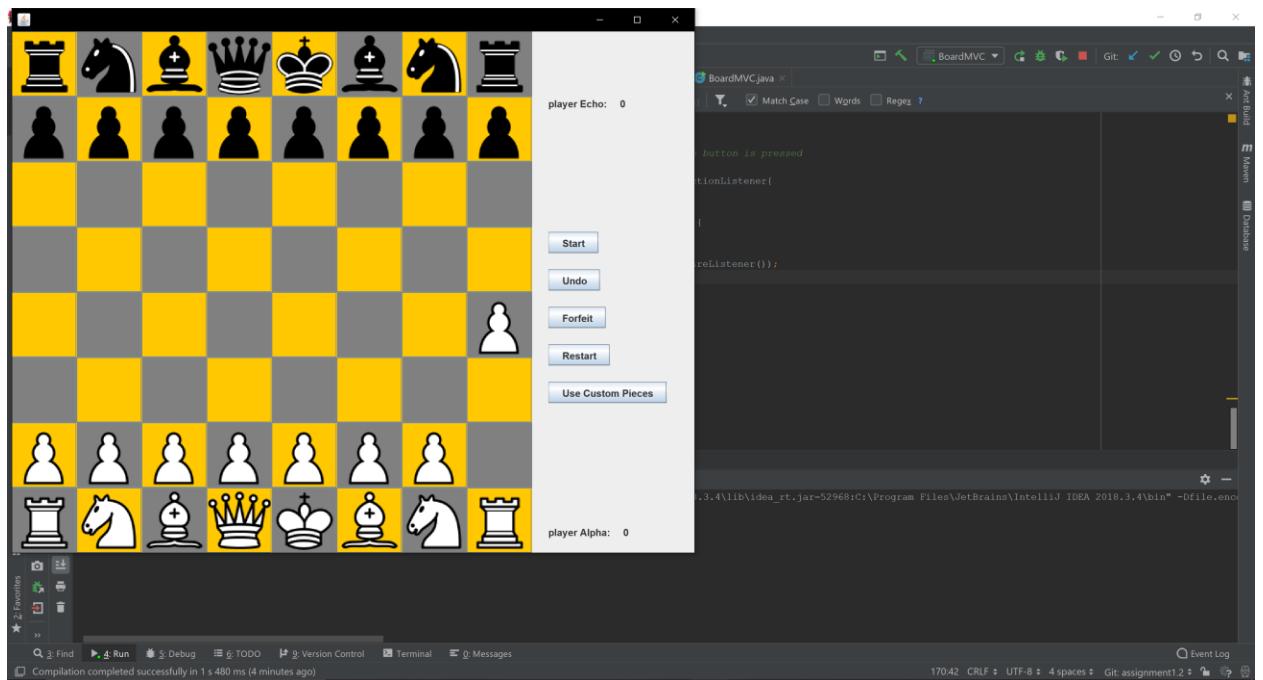
- Step 2: In the pop-up dialog, select "Yes"



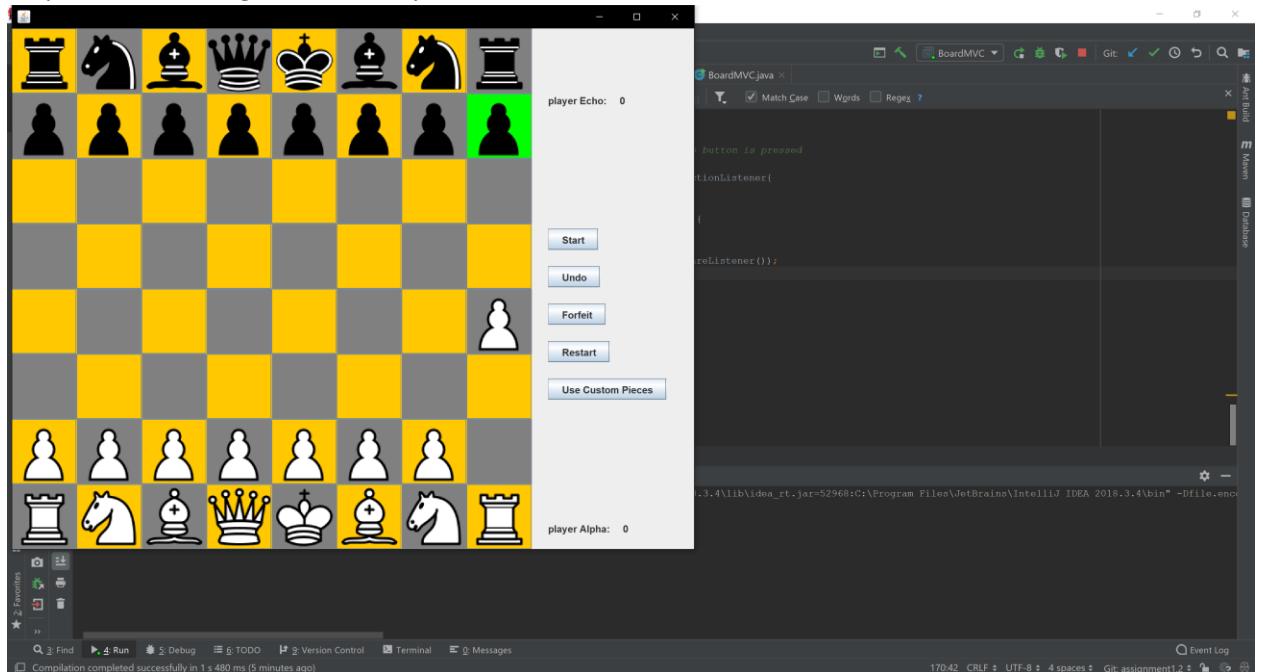
- Step 3: Select the right most white pawn



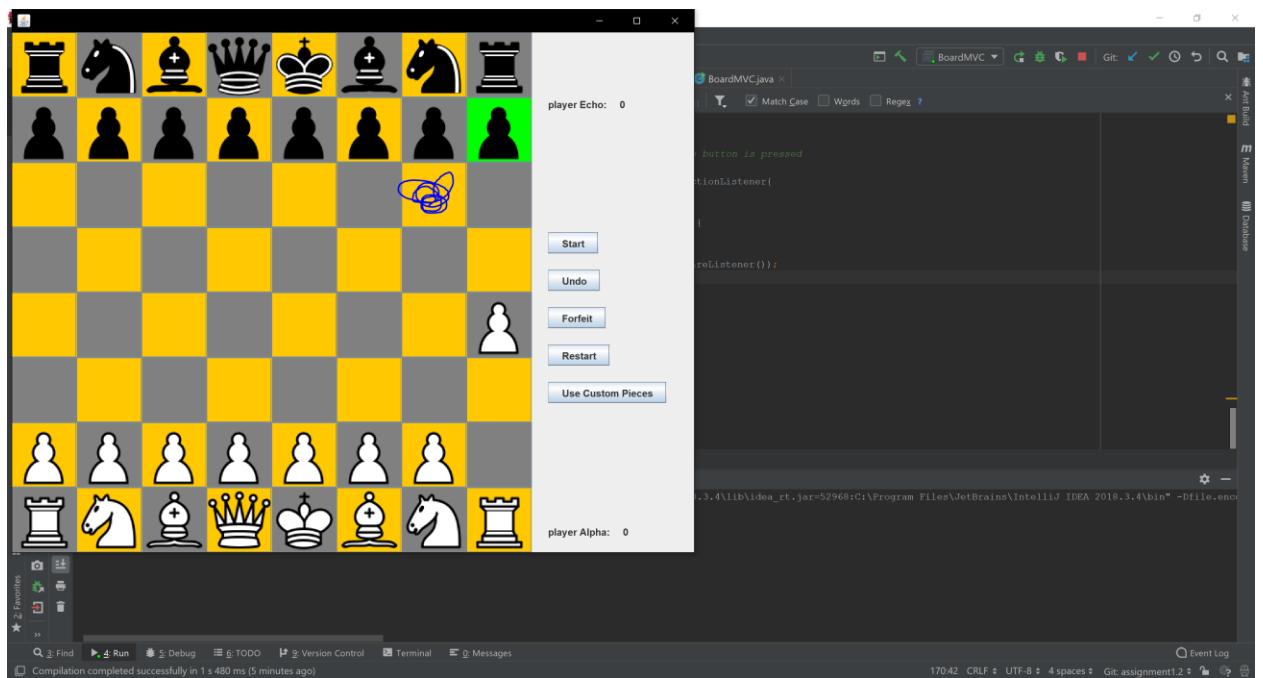
- Step 4: Move the pawn two square forward



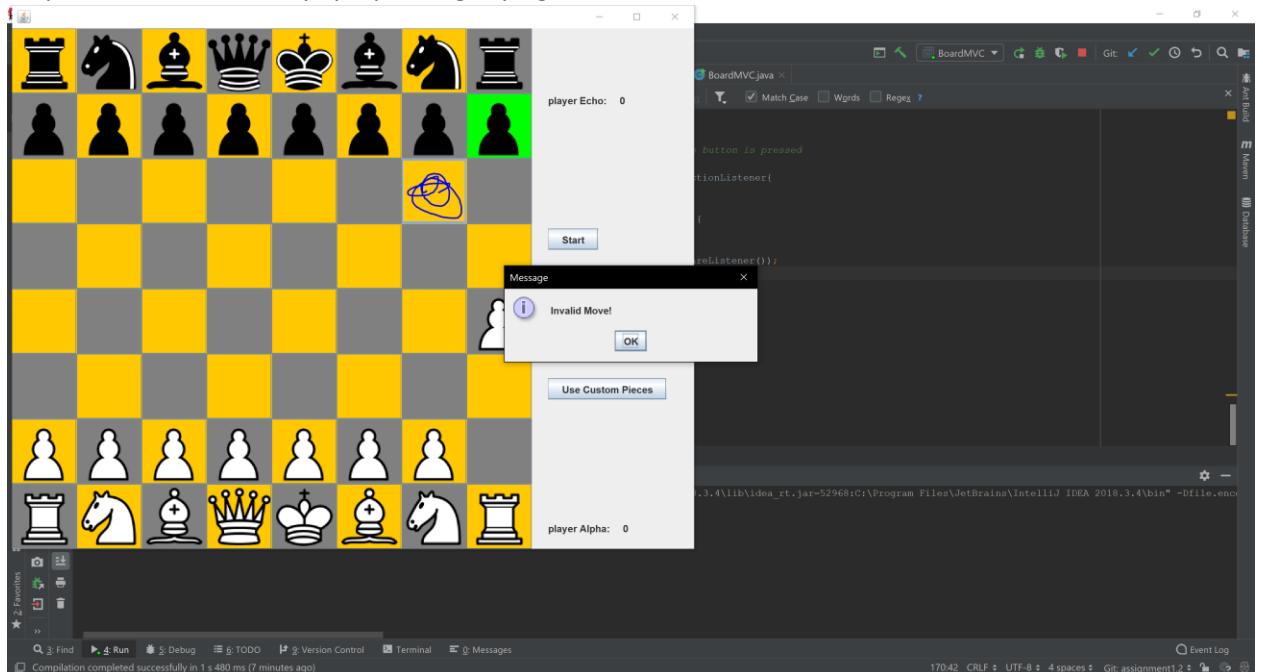
- Step 5: Select the rightmost black pawn



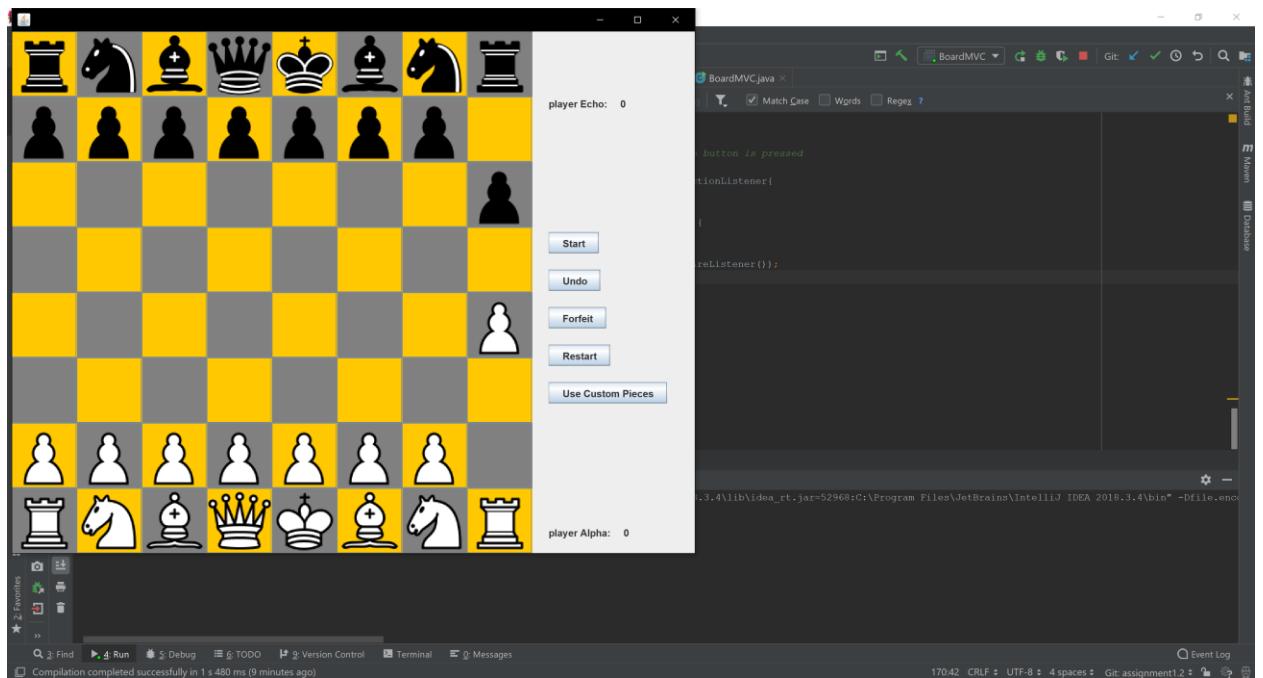
- Step 6: Move the black pawn to the bottom-left square right below it



- Step 7: You should see a pop-up dialog saying it is an invalid move



- Step 8: Take a valid move, to the square right below it



- Step 9: Select the rightmost white knight and move to the highlighted square





- Step 10: Select the second-rightmost black pawn and move two squares downward





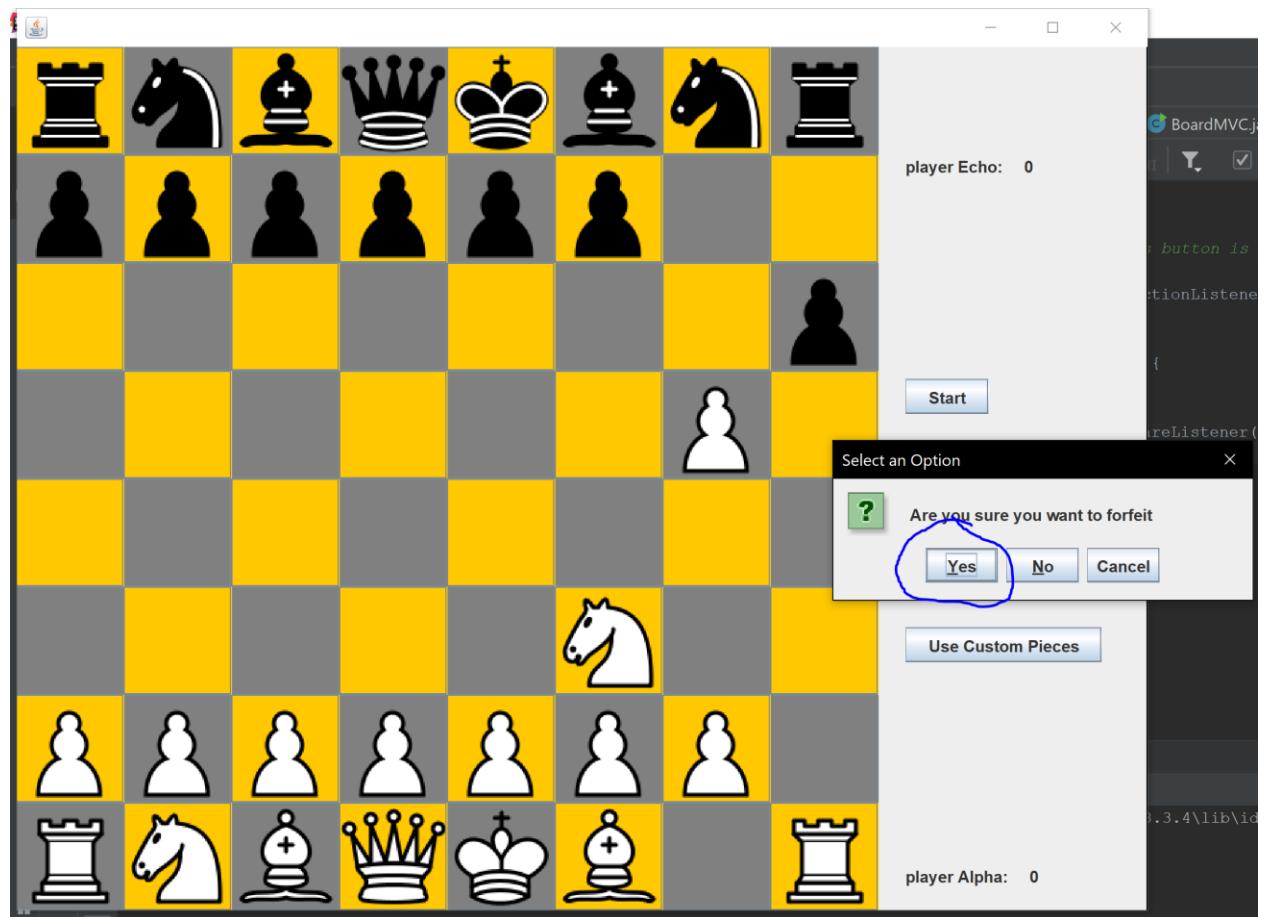
- Step 11: Select the white pawn at (7, 4) and capture the black pawn at (6, 3)





- Step 12: Press the forfeit button, and click “Yes” in the pop-up dialog. The player Alpha wins this round because player Echo forfeited the game. Hence, player Alpha gets 1 point.



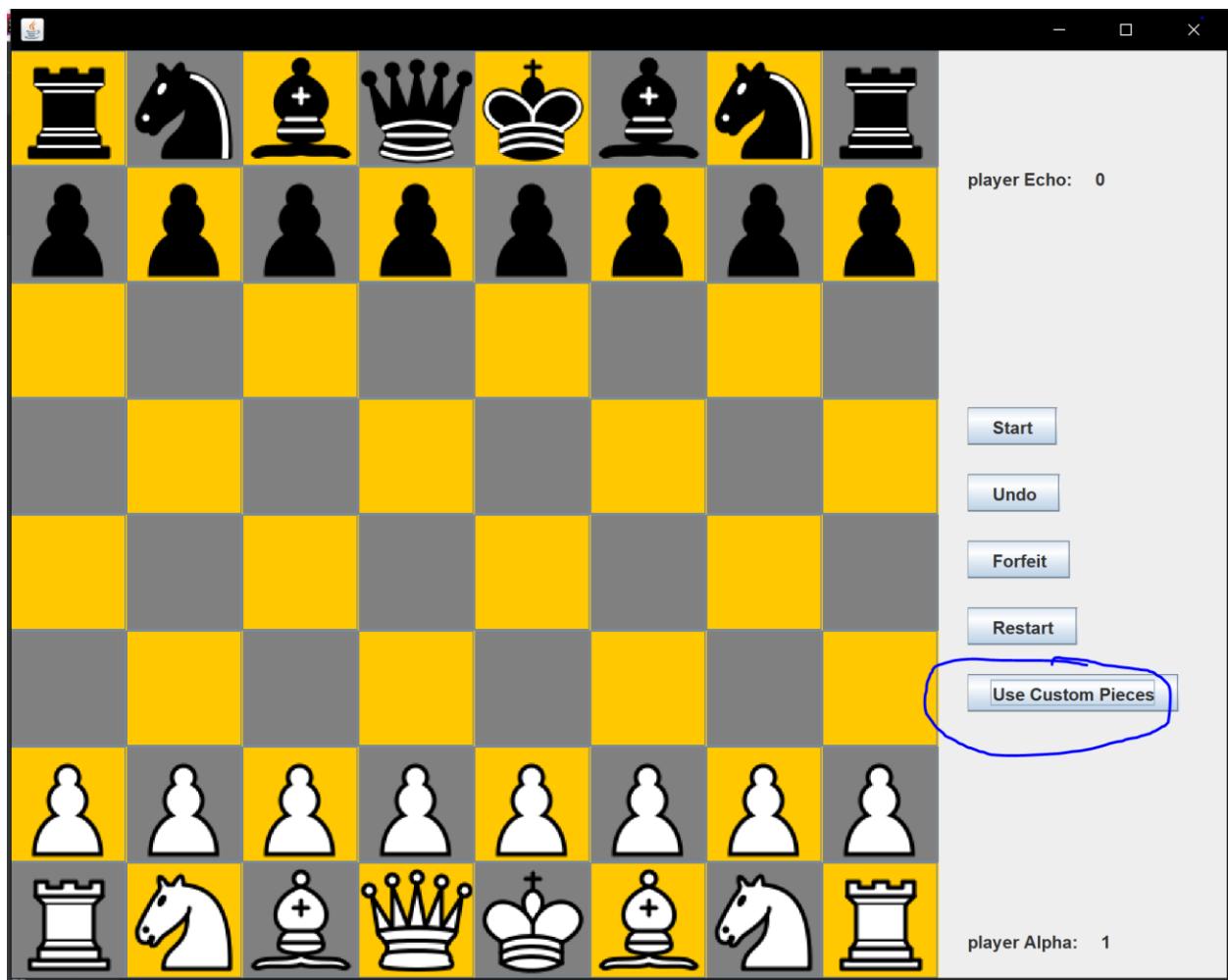


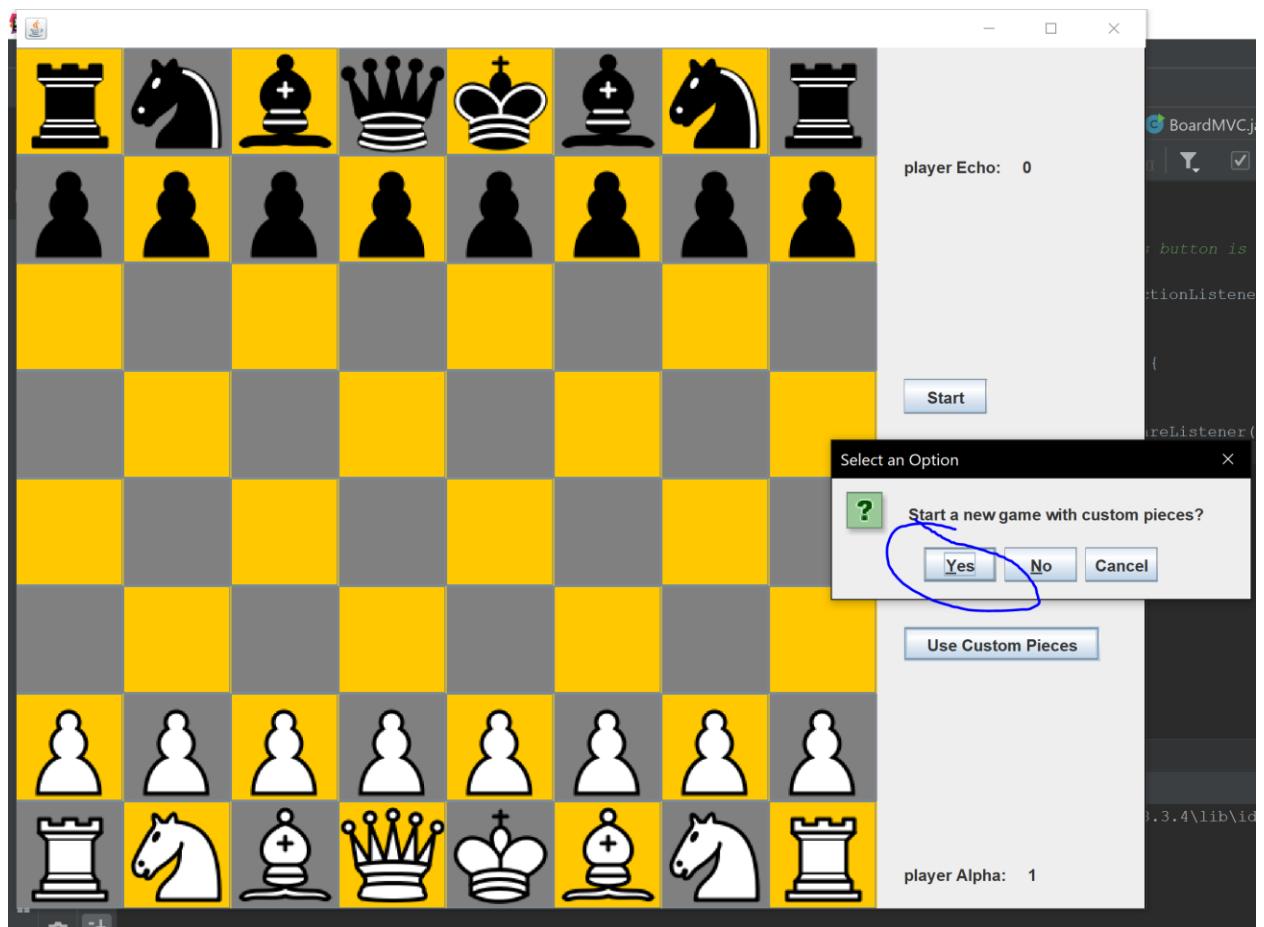


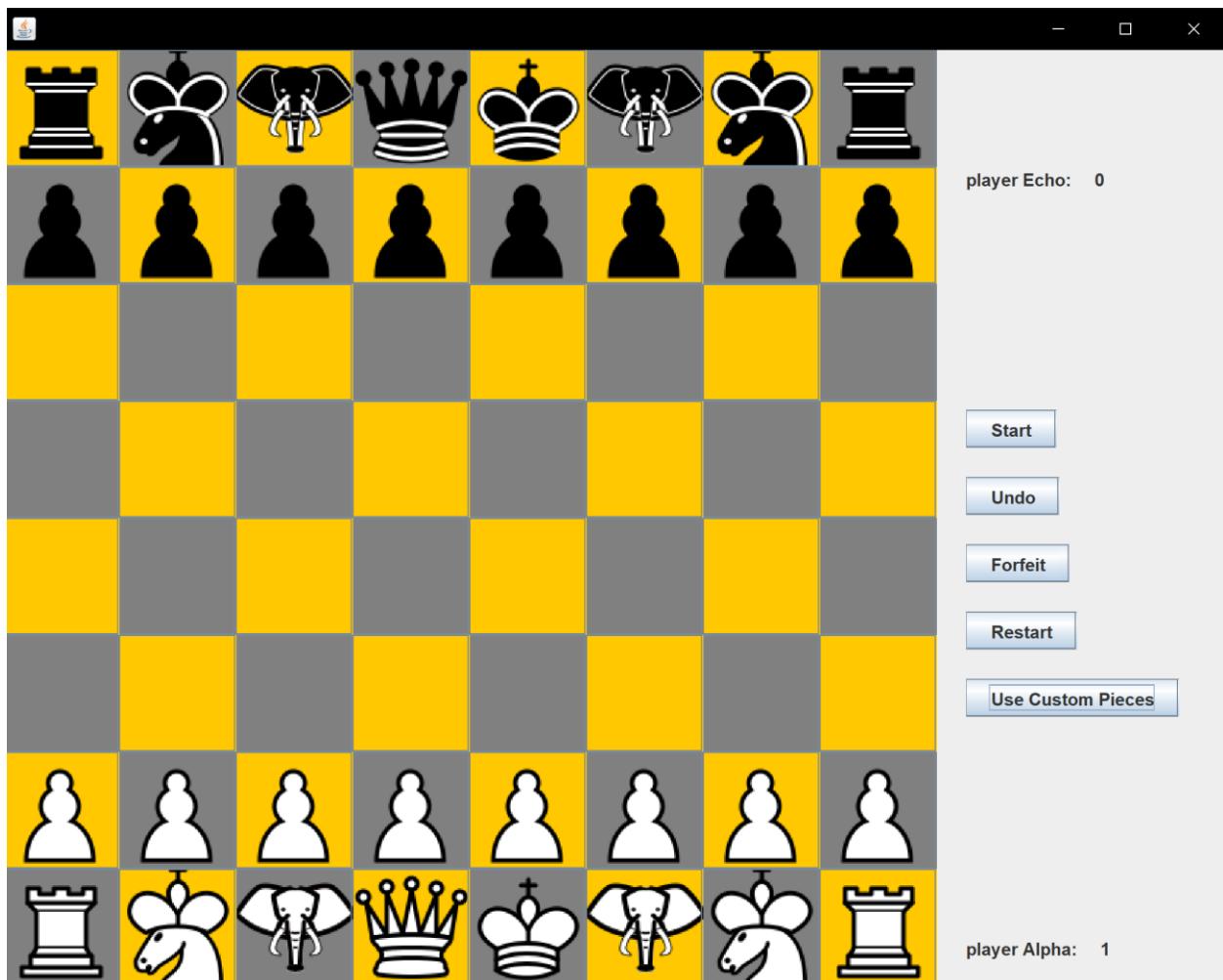


### III. Test Scenario 3 – Use custom pieces to start a new game and restart after a few moves

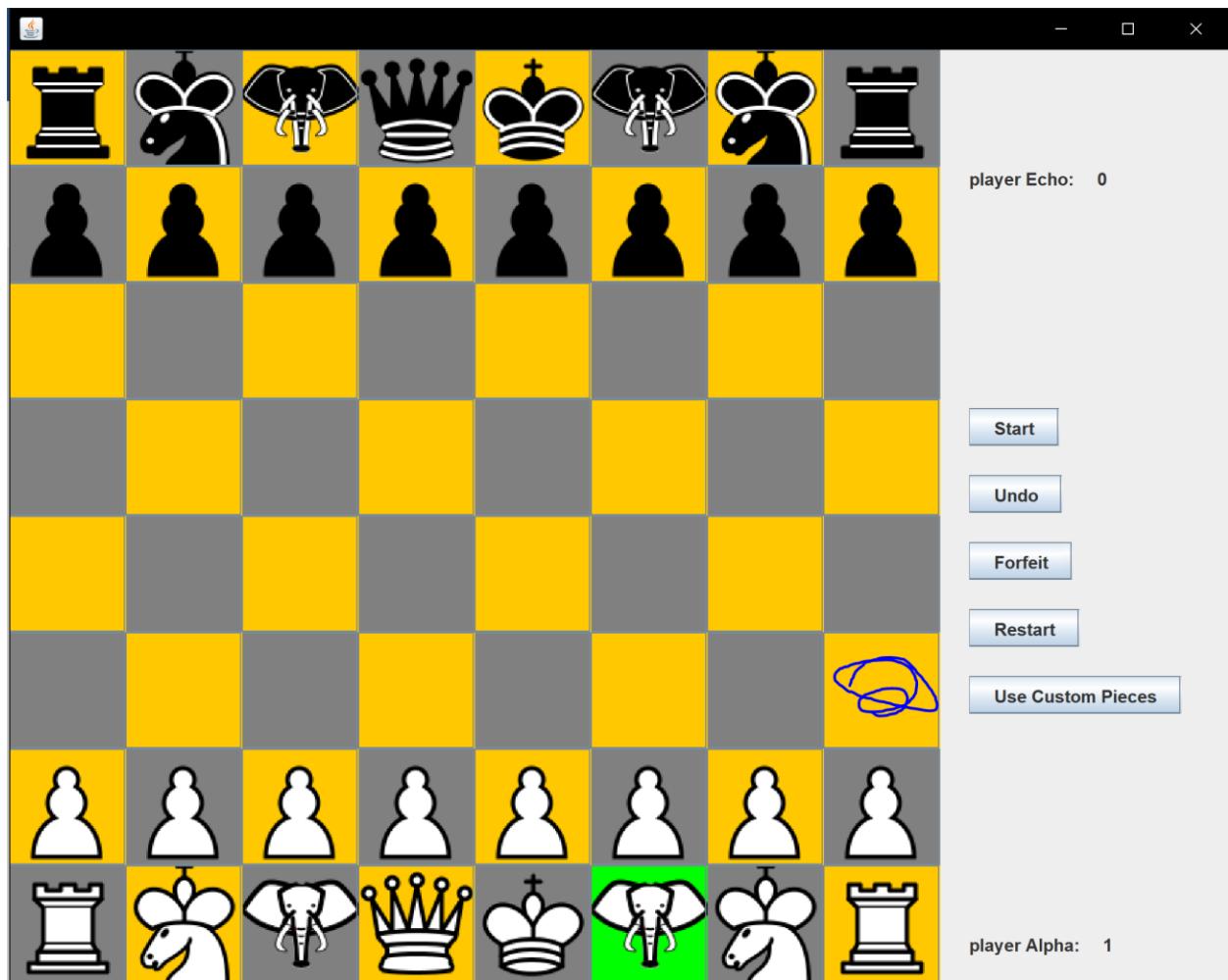
- Expectation: Start a new game with custom pieces. Move the custom pieces and restart the game only if both the players have agreed.
- Step 1: Press “Use Custom Pieces” Button and click “Yes” in the pop-up dialog

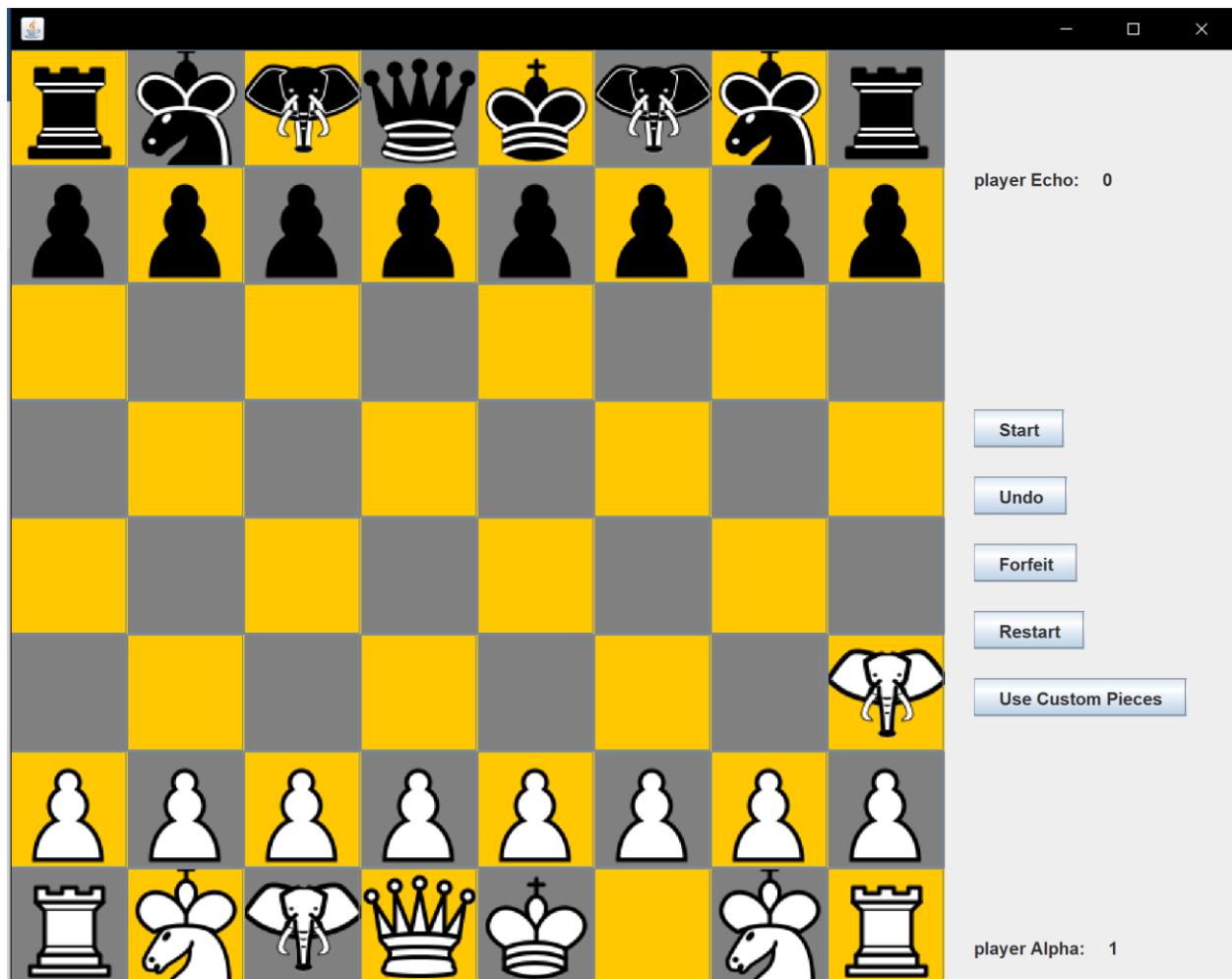






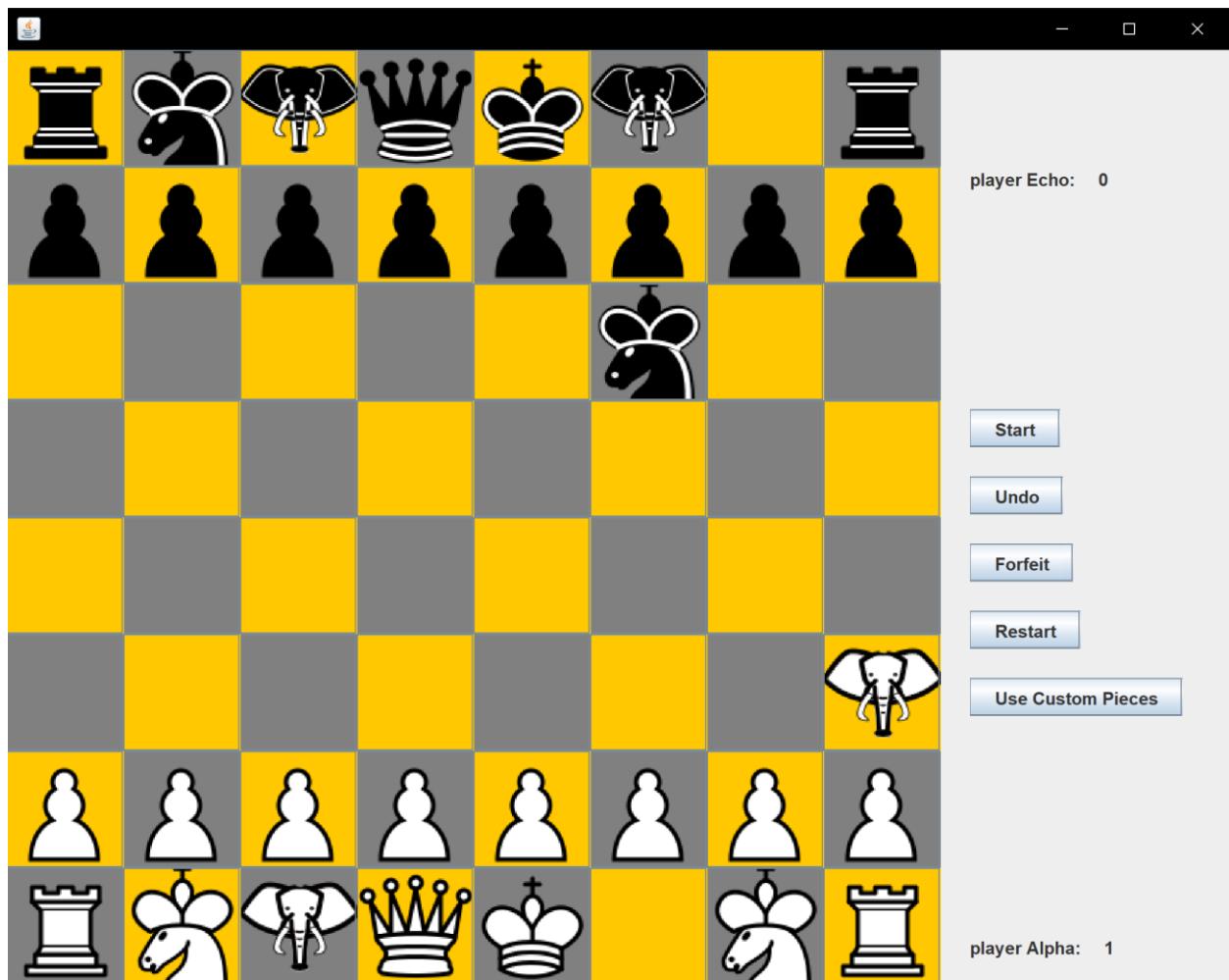
- Step 2: Select the White Alfil at (5, 7) and move to square (7, 5)





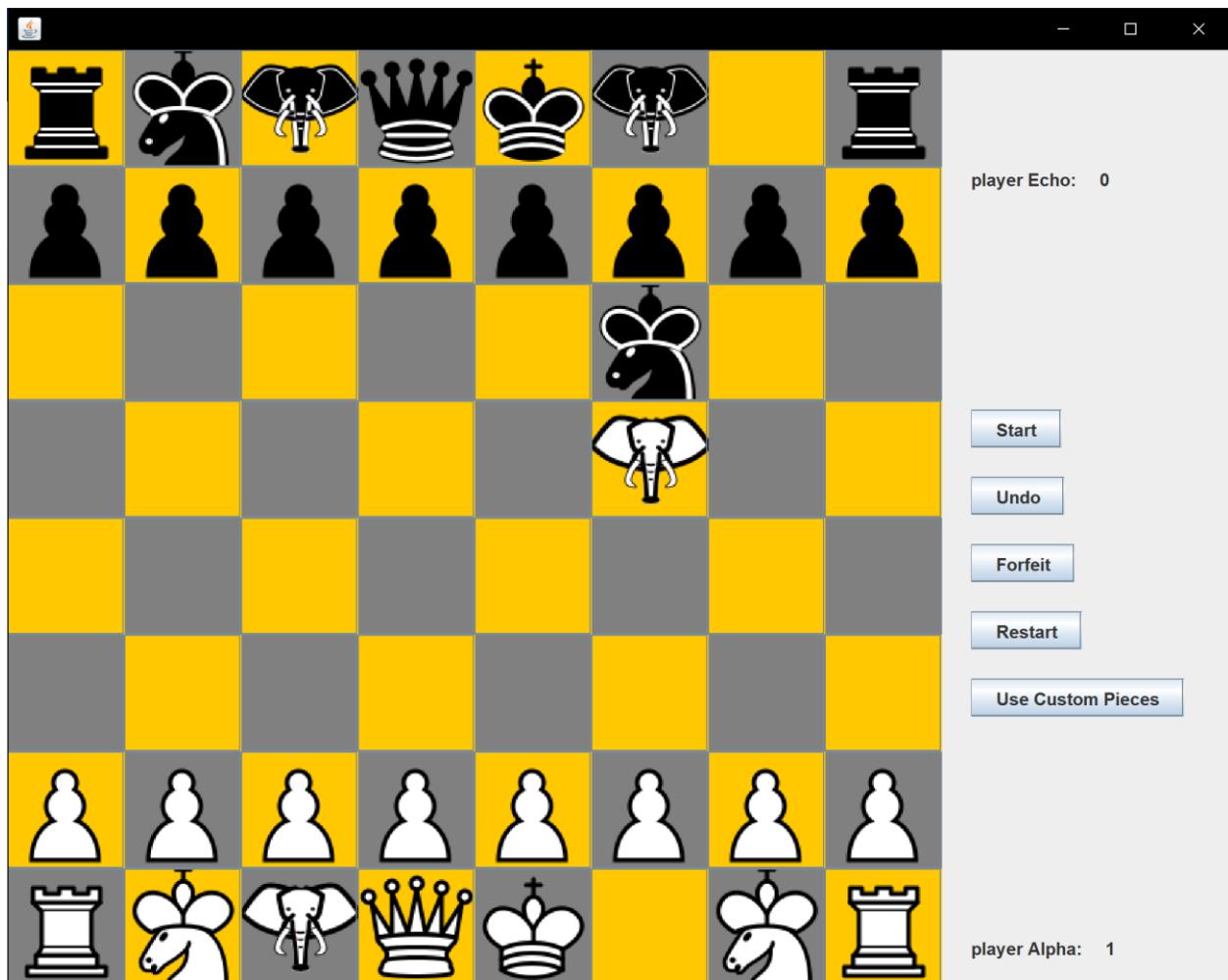
- Step 3: Select the black Empress at (6, 0) and move to square (5, 2)



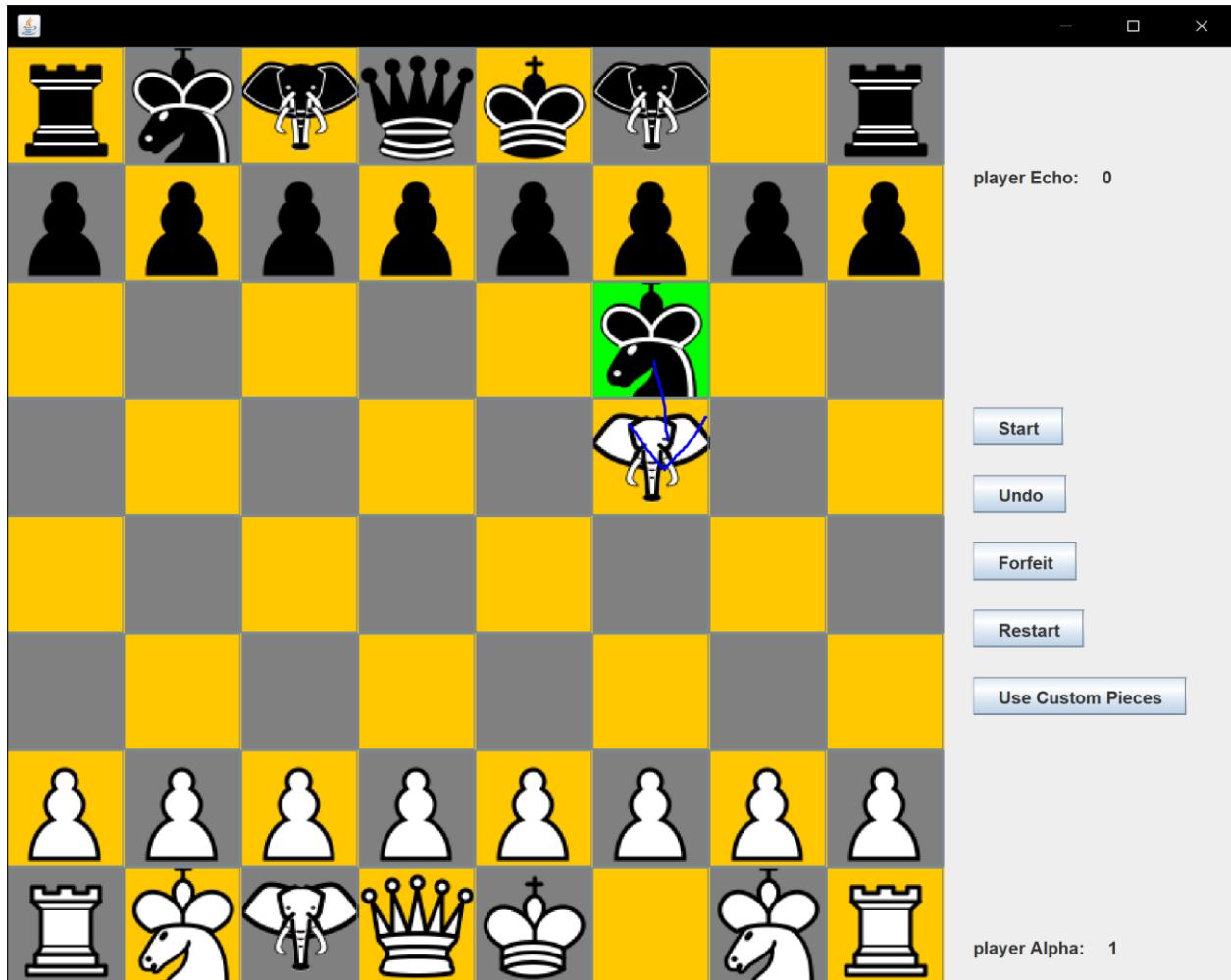


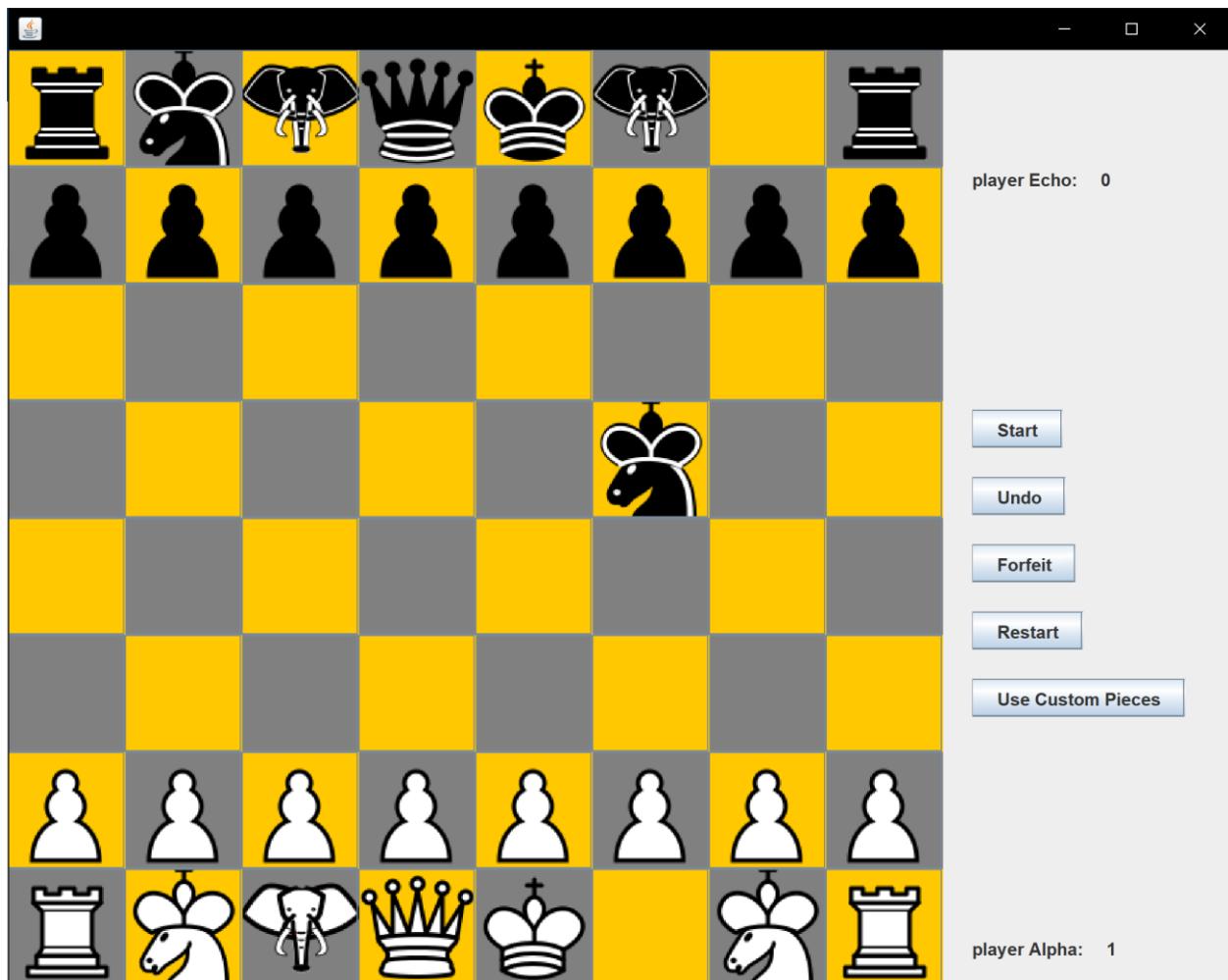
- Step 4: Select the white Alfil at (7, 5) and move to (5, 3)



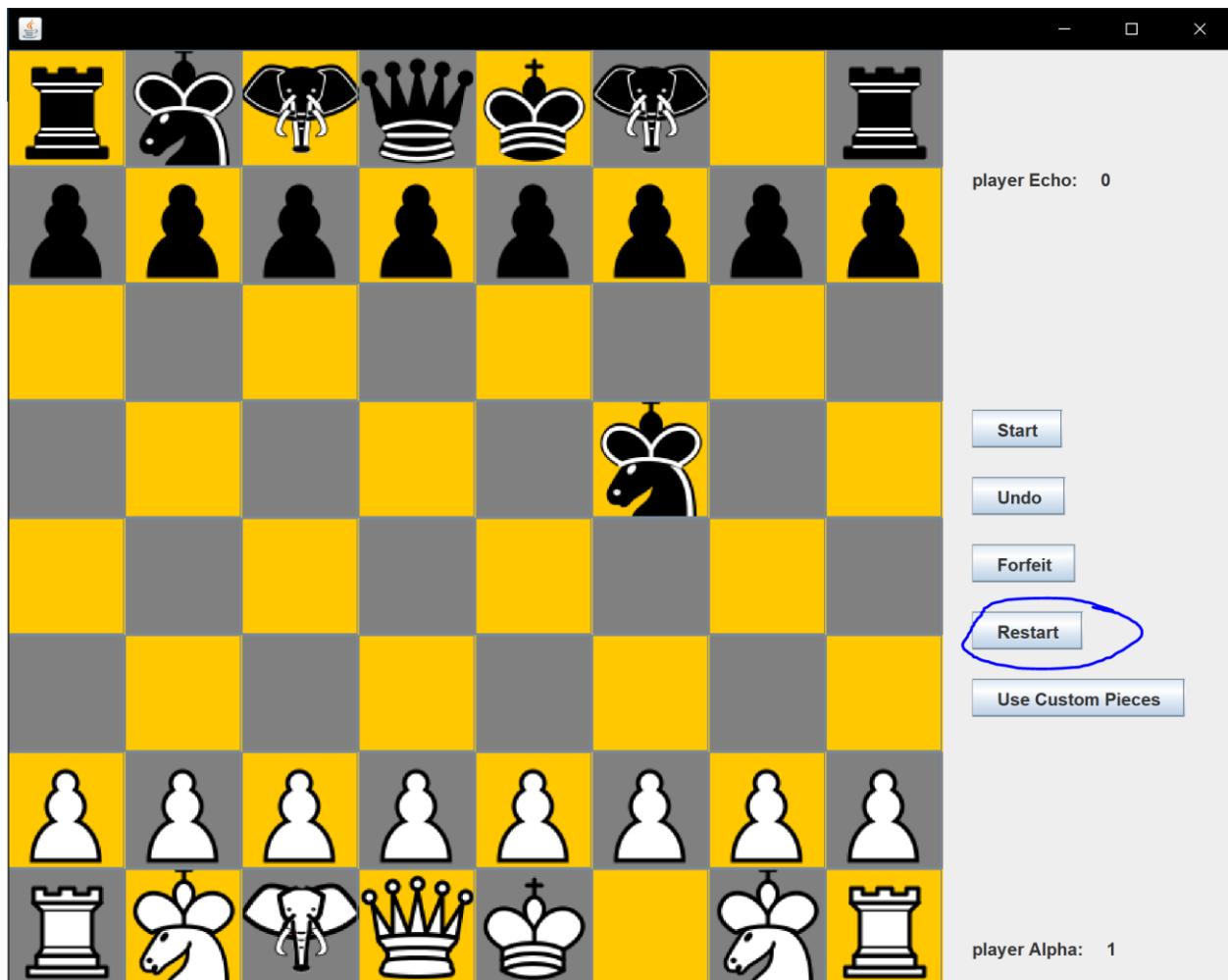


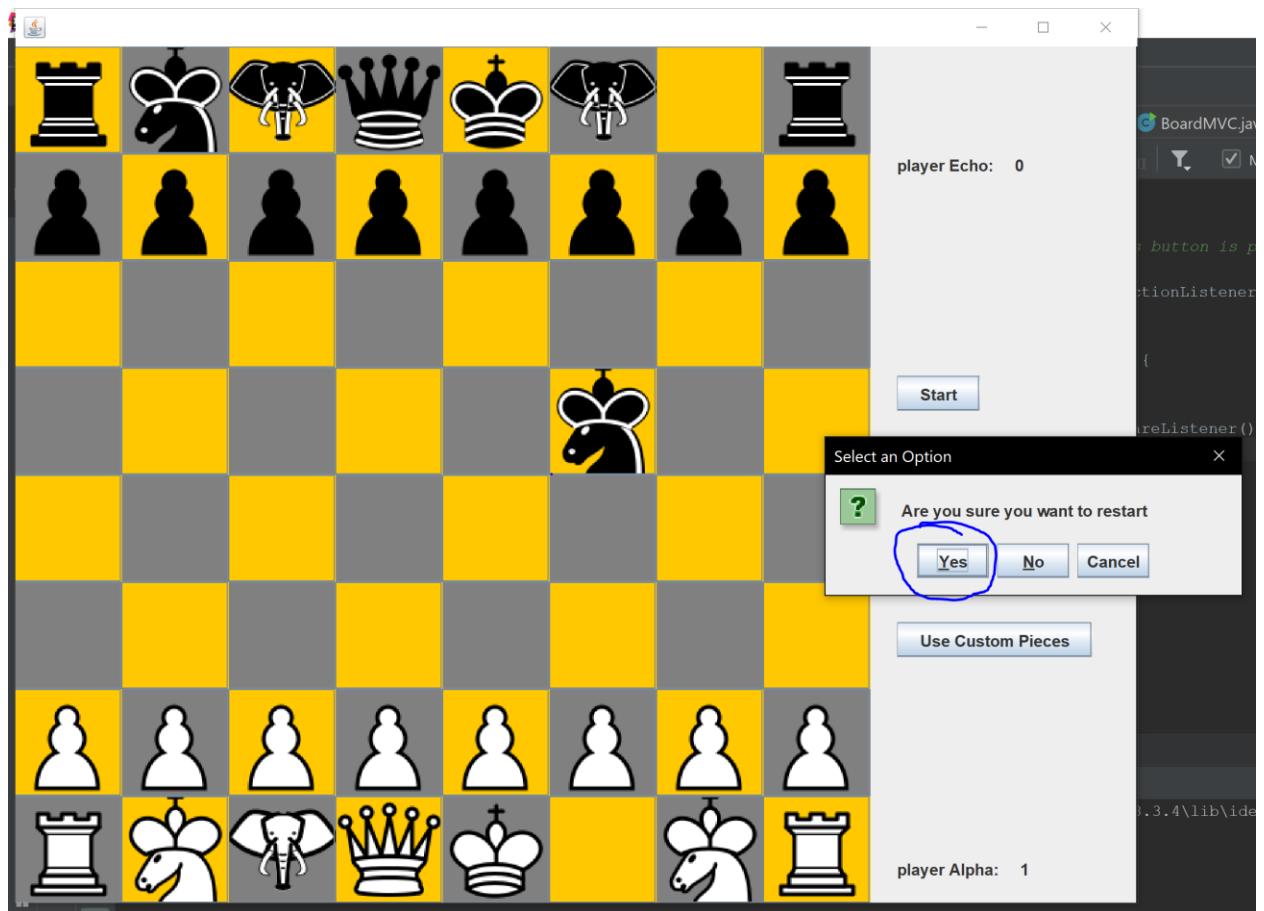
- Step 5: Select the black Empress at (5, 2) and capture the white Alfil at (5, 3)

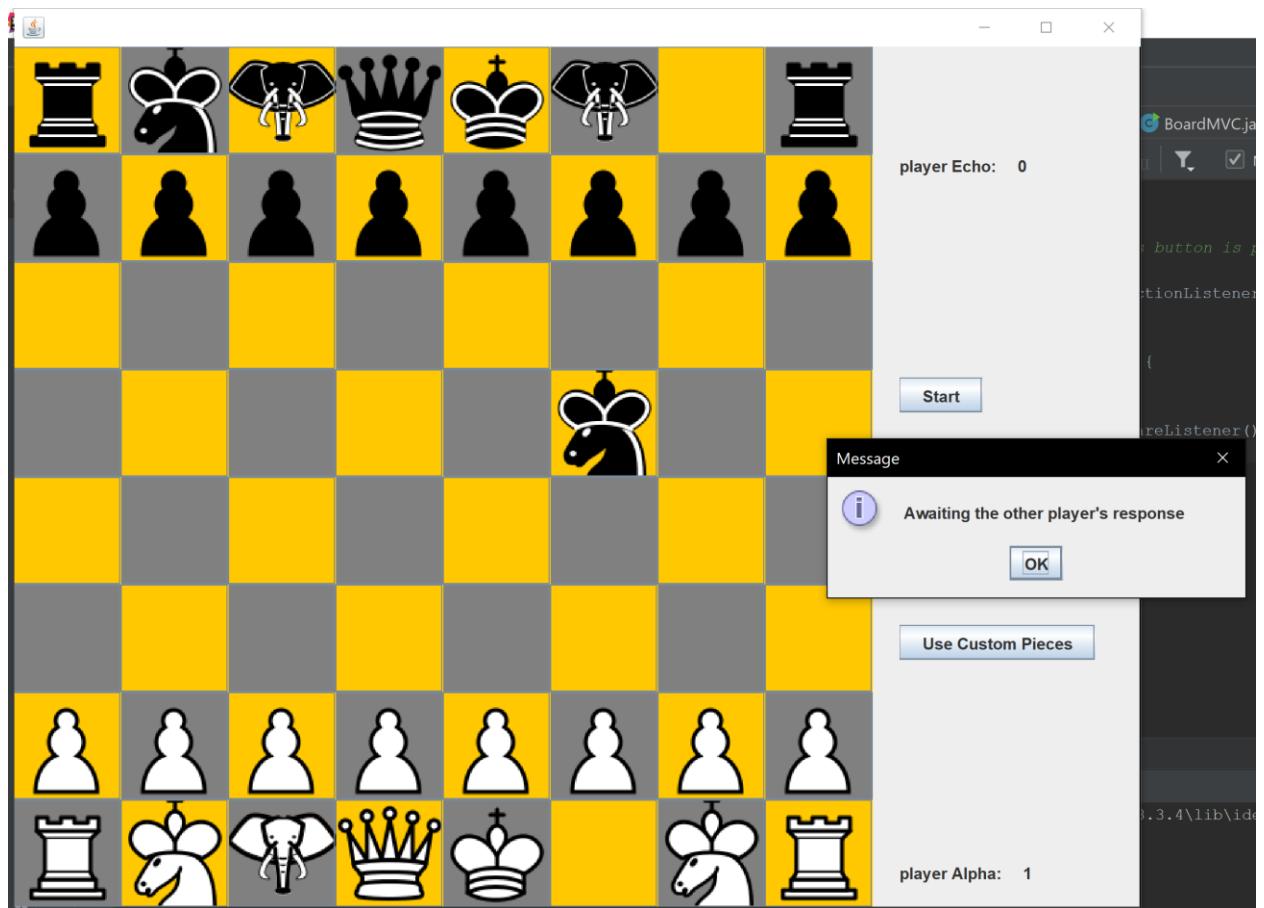


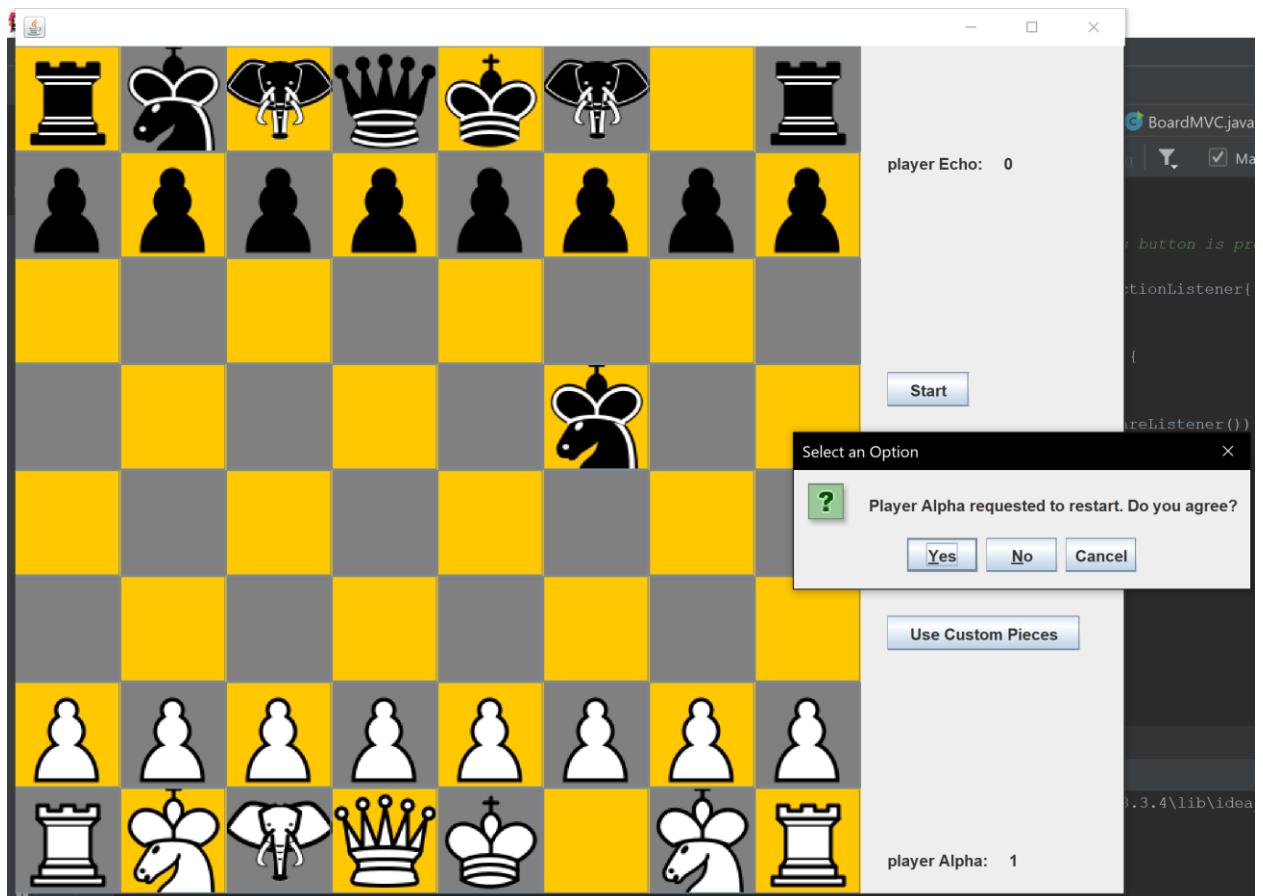


- Step 6: Click the “Restart” Button and click “Yes” in the pop-up dialog

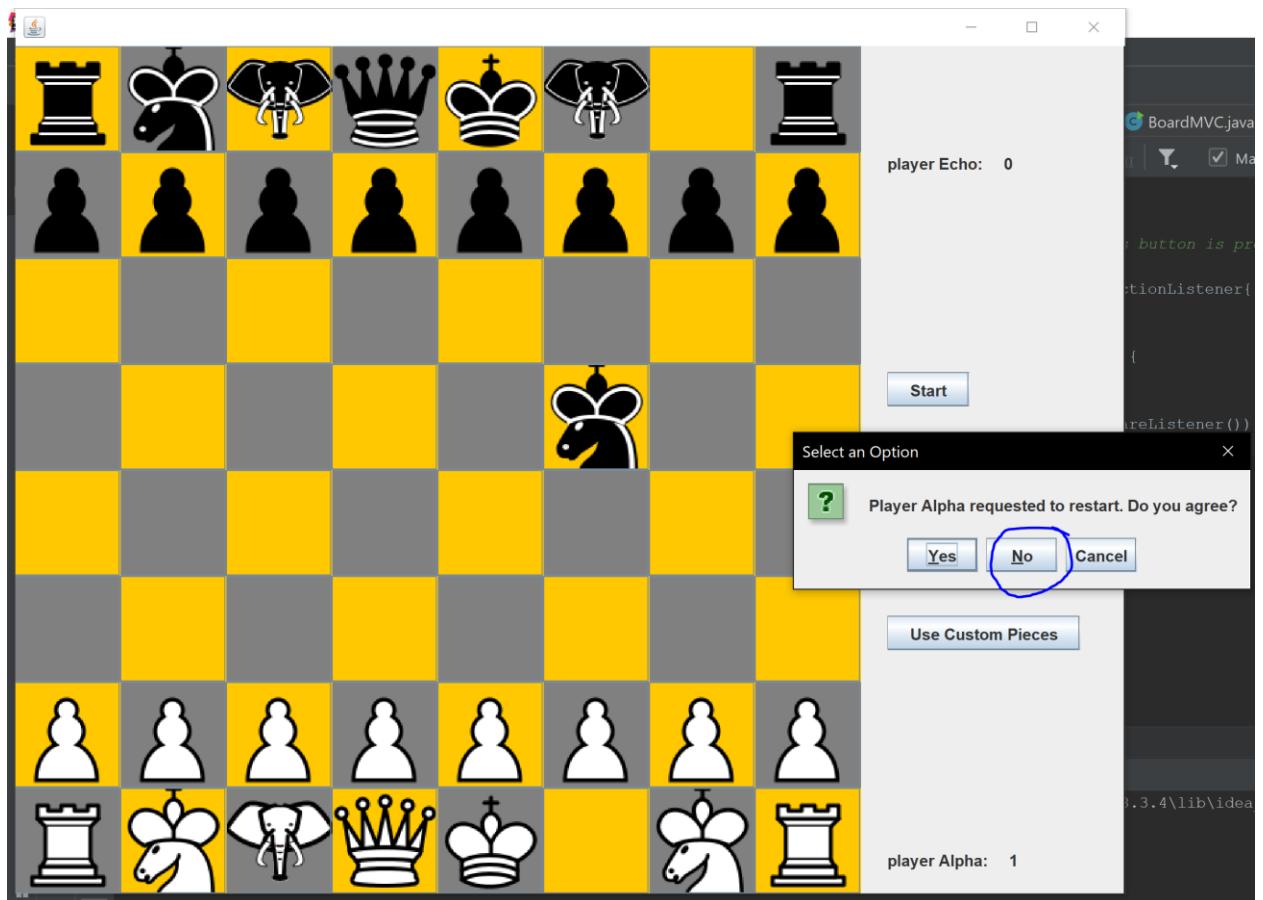








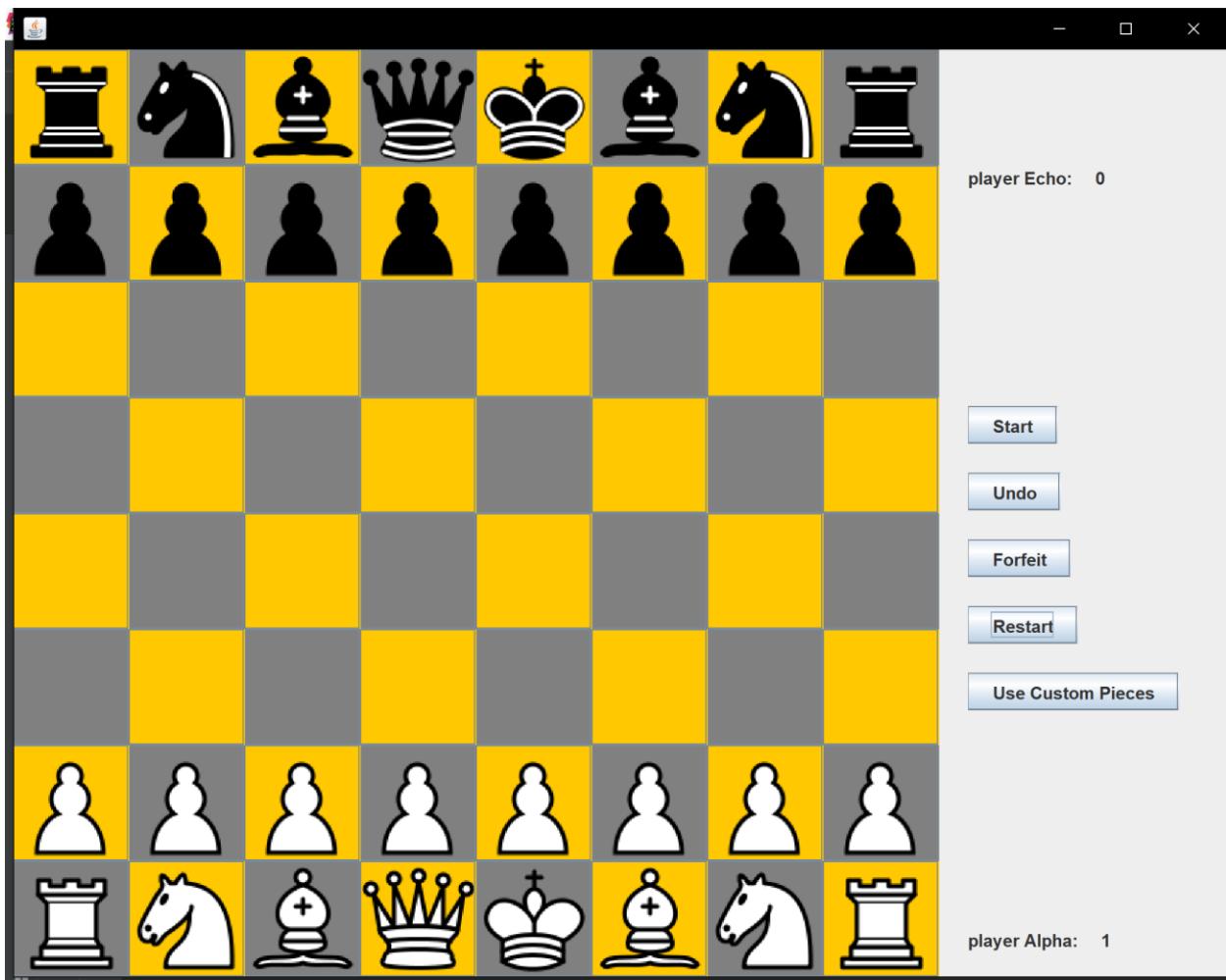
- Step 7: For this time, select “No”. After that, you can see it’s still player Alpha’s turn.





- Step 8: Click “Restart” button again. And for this time, click “Yes” when asking for the opponent’s consent. This time, the chessboard is reset. And since no one wins, no one gets or loses any points.





#### IV. Test Scenario 4 – Your king is checked after you made a move

- Expectation: After you implement certain moves, your king is exposed to the opponent and is checked.
- Step 1: Start a new game. And make the moves as follows

























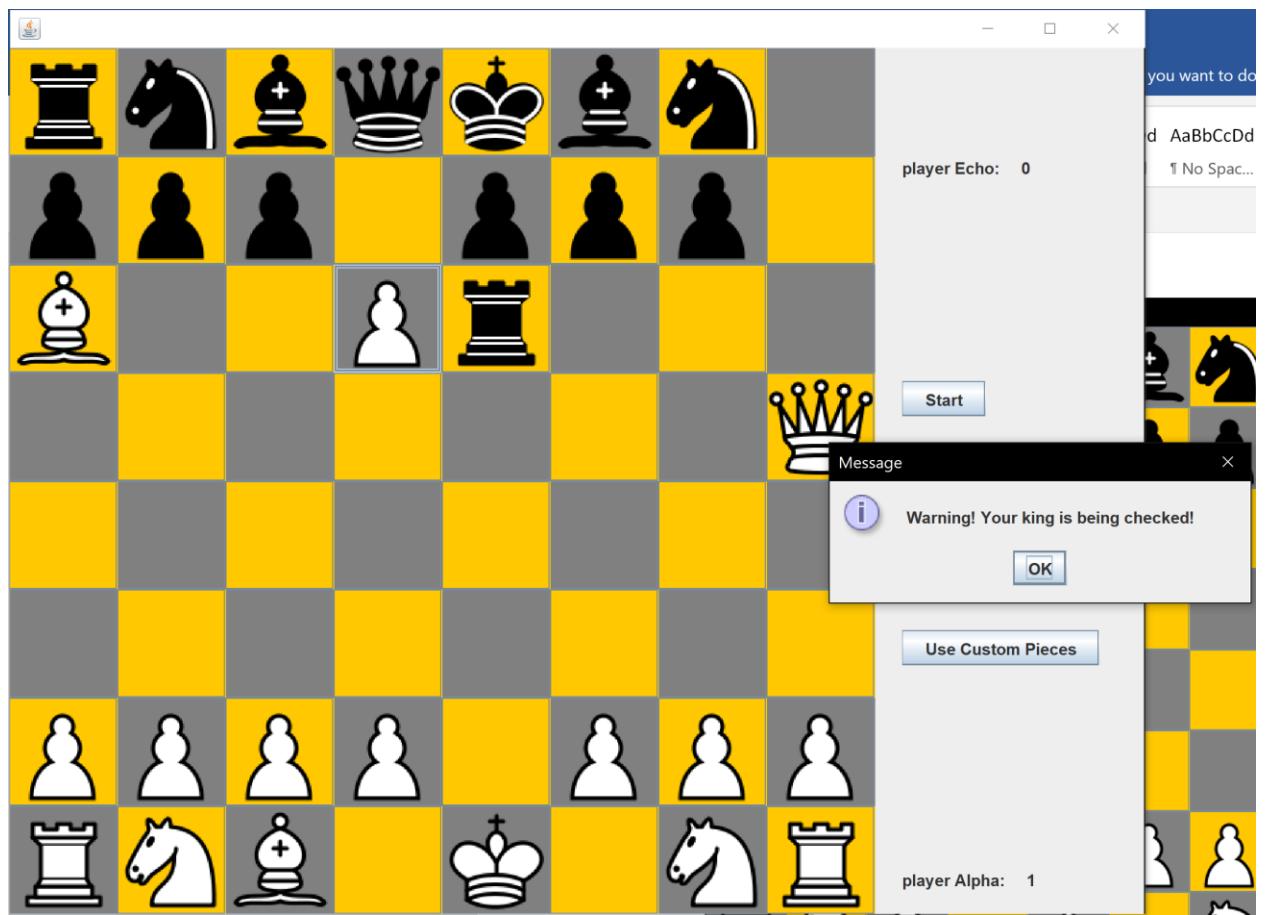












## V. Test Scenario 5 – Checkmate

- Expectation: After some certain moves, you checkmate your opponent and win, getting 1 point.
- Steps: Take the following moves

















