

CS242 : The Chess Game Test Plan

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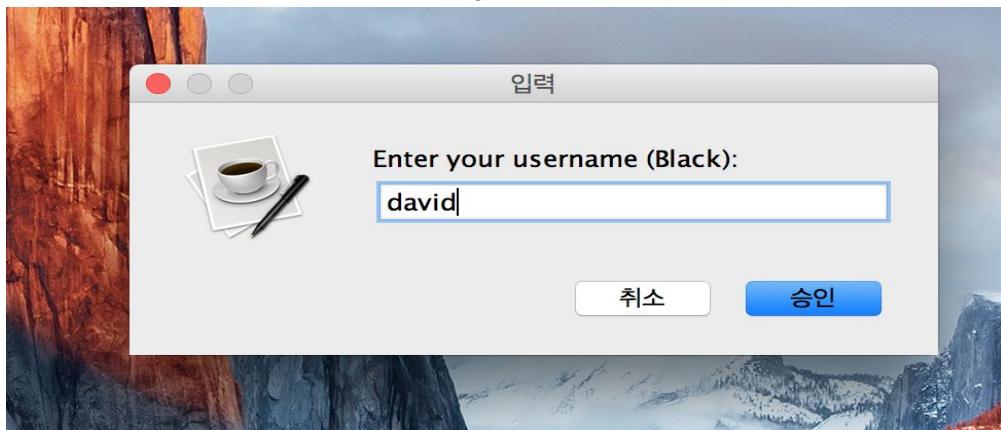
1. Entering username

When the program starts, users will be prompted to provide a username.

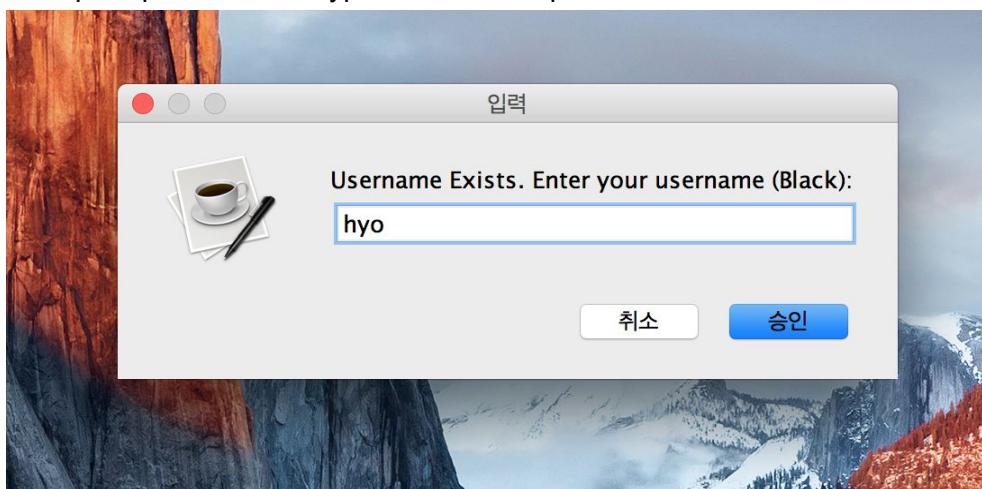


2. Entering Existing username

If the second user provide an existing username,

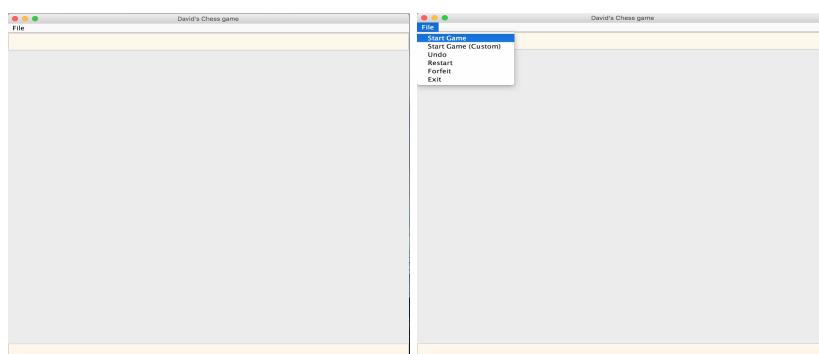


It will prompt the user to type in a new unique username.

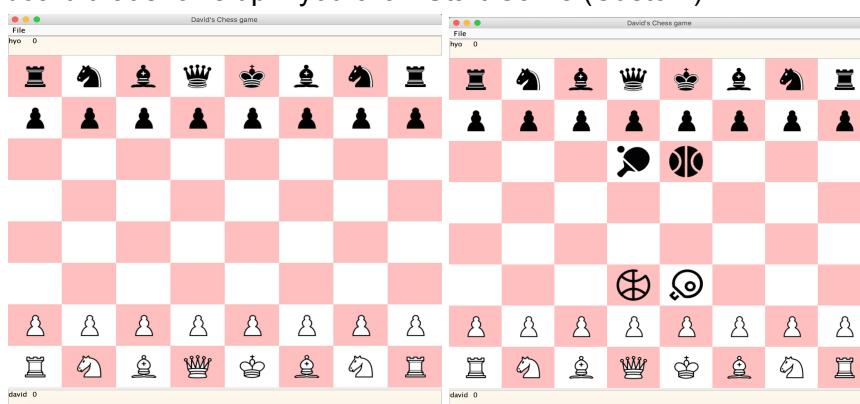


3. Start the game

Press on the 'File' menu and click 'Start Game'

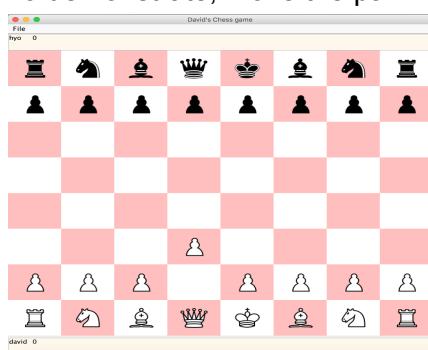


The board panel will show up as shown below and the screenshot on the right is the board that shows up if you click 'Start Game (Custom)'.

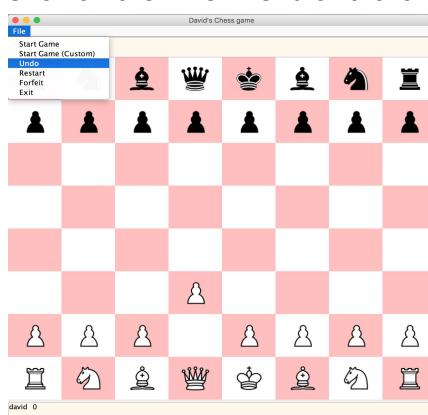


4. Undo

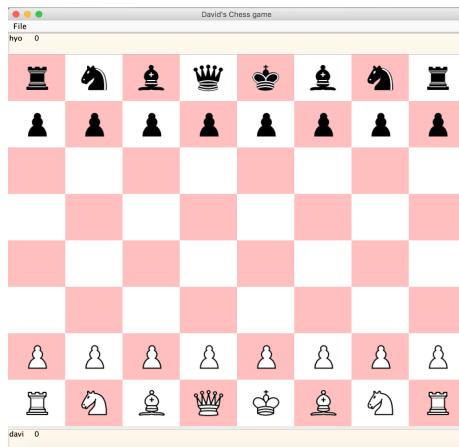
To demonstrate, move the pawn by one step.



Click on the 'File' menu and click 'Undo'.

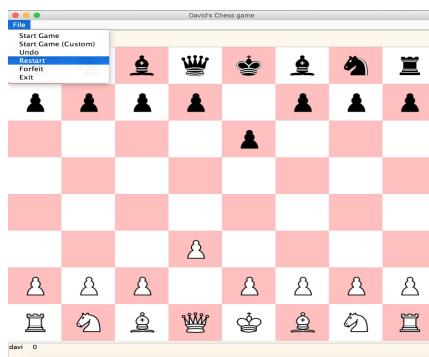


Now the pawn that was moved is back to its original position.



5. Restart

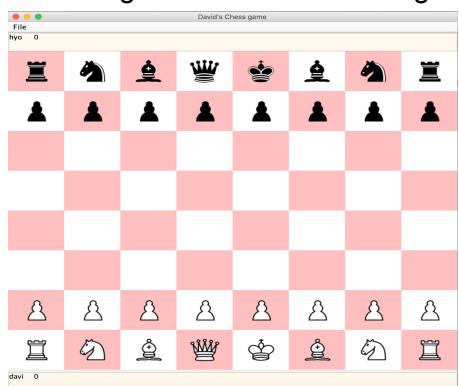
Click on 'File' menu and click 'Restart'



The game will check if the opponent player agrees.

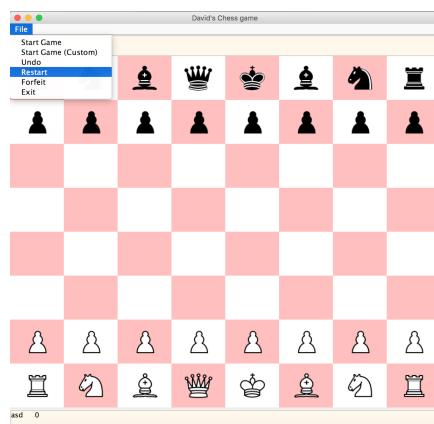


Now the game is back to the beginning and no one was given any points.

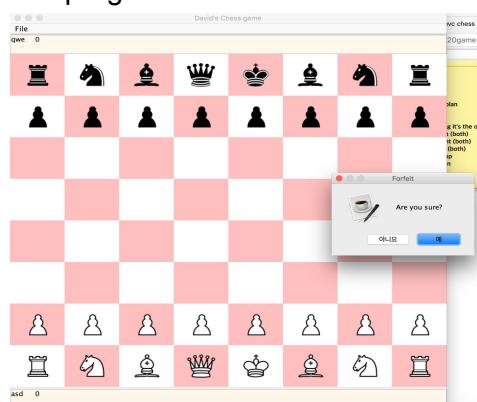


6. Forfeit

Click on 'File' and click on 'Forfeit'



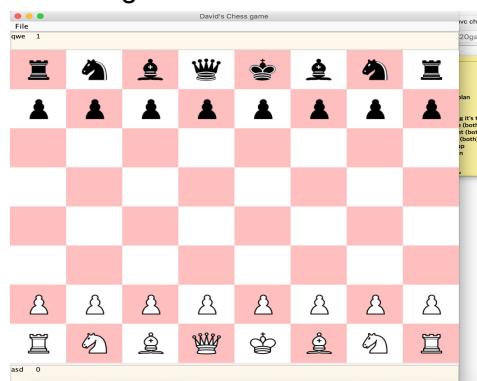
The program will ask for assurance of the player who clicked on 'forfeit'.



The program will ask if you'd want to play another game.

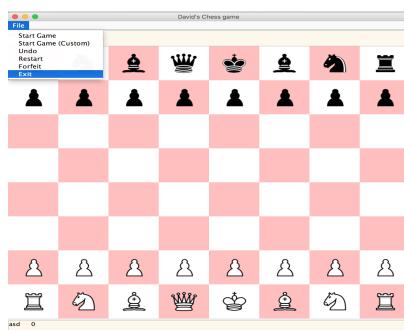


Now the game is restarted and the opponent player was given a point.



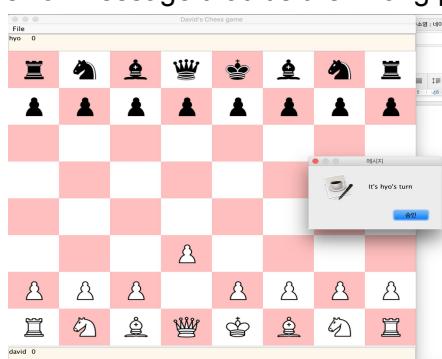
7. Exit

Click on 'File' and click on 'Exit'. The program will shut down.

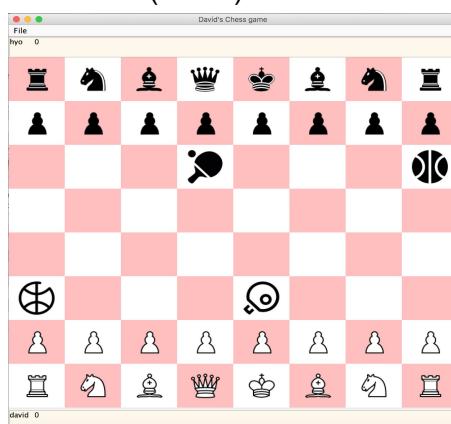


8. Player turn

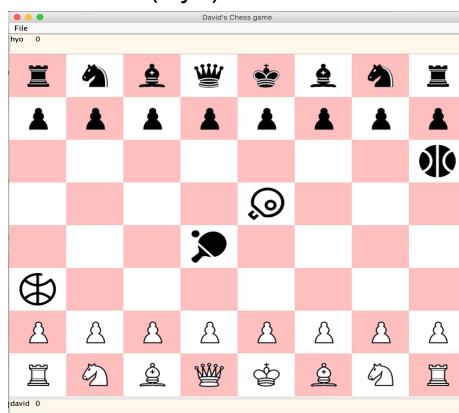
After a move made by the 'white' player, if a white piece is clicked, there will be an error message that it's the wrong player.



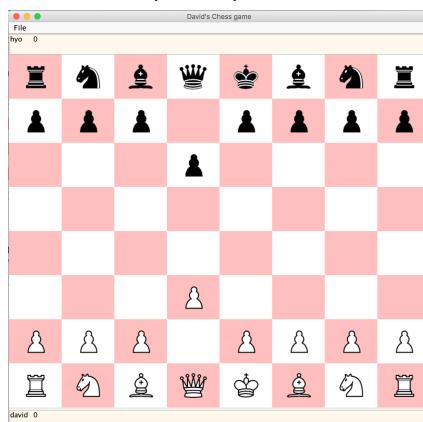
9. Movement (David)



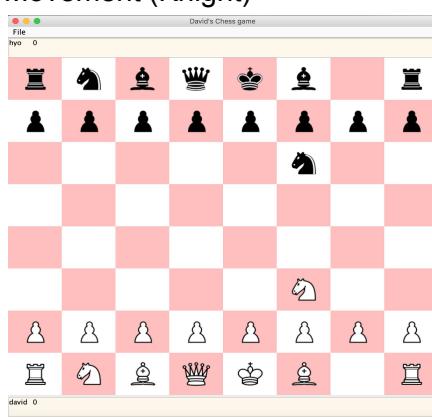
10. Movement (Hyo)



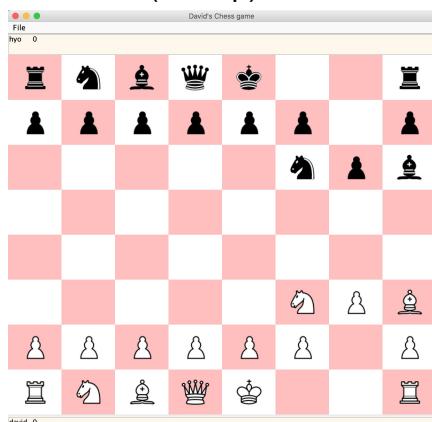
11. Movement (Pawn)



12. Movement (Knight)



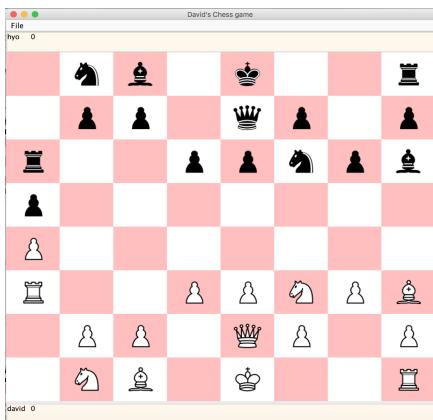
13. Movement (Bishop)



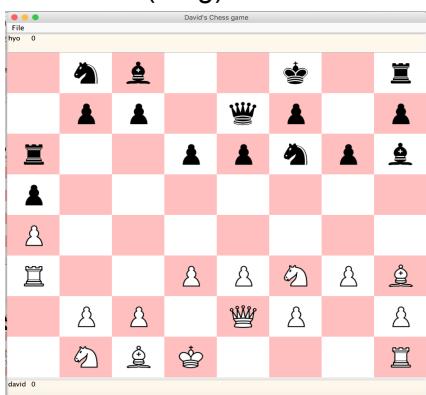
14. Movement (Rook)



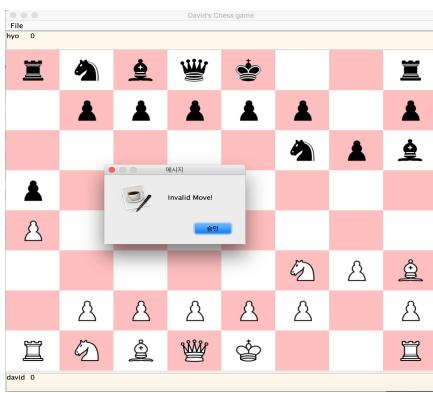
15. Movement (Queen)



16. Movement (King)

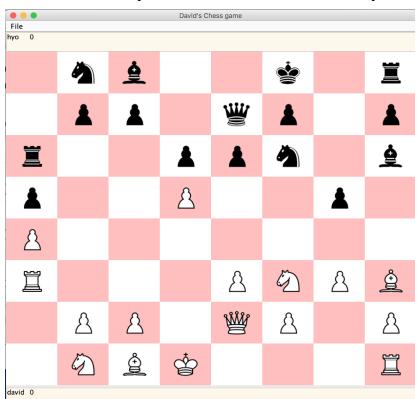


17. Invalid Move



18. Capturing Piece

The black pawn is able to capture the white pawn in this situation.



The white pawn is now captured by the black pawn.



The captured list for hyo(black) is now updated.

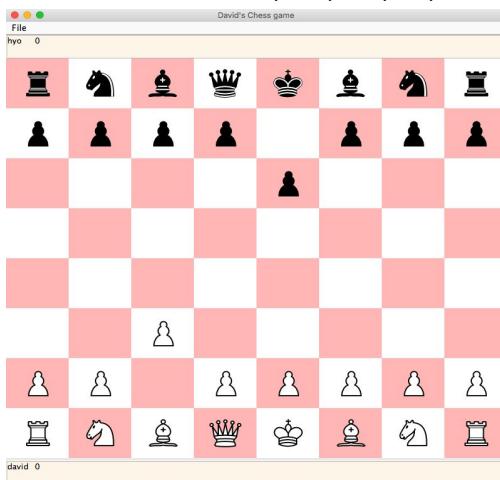


19. Check

Let us simulate a 'check' situation. Move white P3 from (6,2) to (5,2)



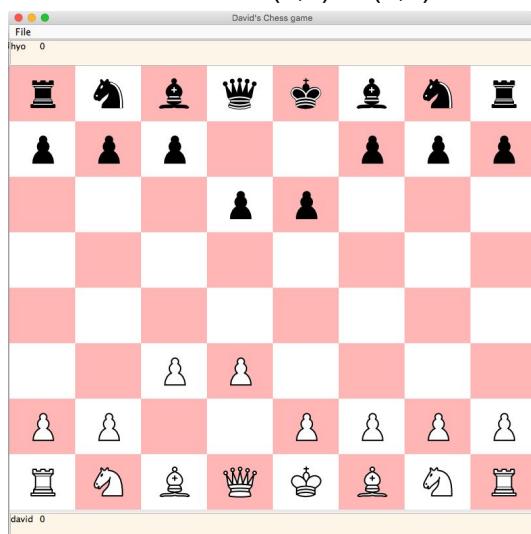
Move black P5 from (1, 4) to (2,4)



Move white P4 from (6,3) to (5,3)



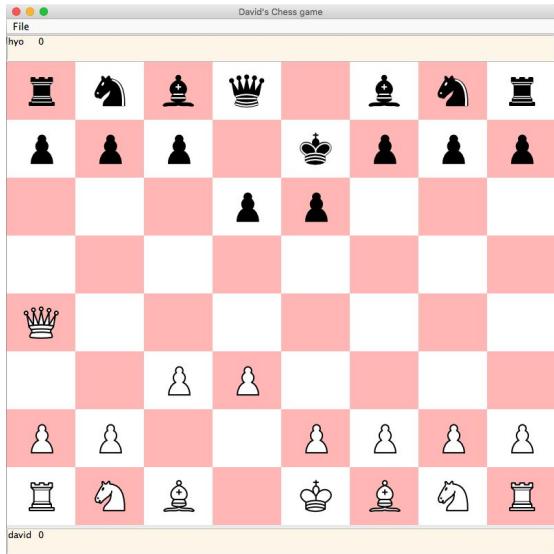
Move black P4 from (1,4) to (2,4)



Move white Queen from (7,3) to (3,0) and the black king is now in check!

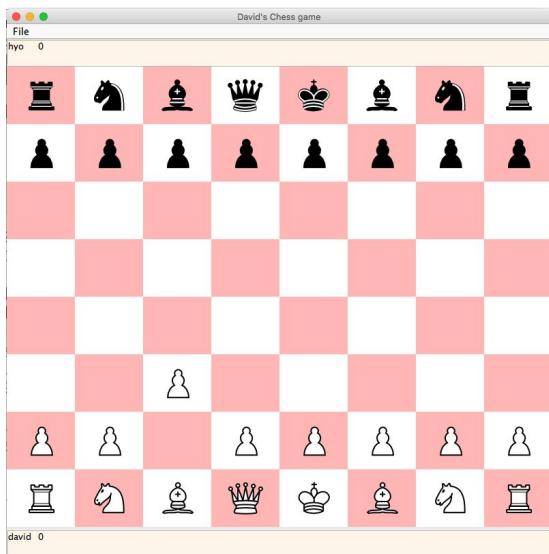


Move the black king to avoid the check.

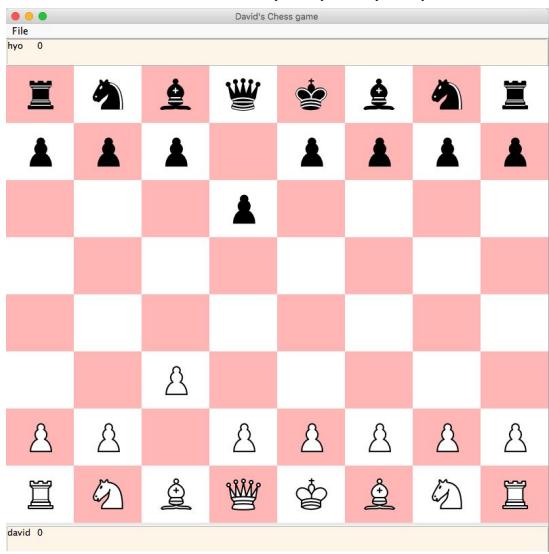


20. Check mate

Let's simulate checkmate this time. Move white P3 from (6, 2) to (5, 2)



Move black P4 from (1,3) to (2,3)



Move white Queen from (7,3) to (4,0) and it's checkmate!



The game will automatically restart and david(white) will be given one point.

