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Computer Science (B.S)

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Test No.	Action	Input	Expected Output	Actual Output	P/F
1	Launch game	“Python3 client.py”	Game opens	Game opens	P
2	Players can move once their pawn forward and diagonally	Click on pawn then click on open space	Pawn moves	Pawn moves	P
3	Available spots to move are highlighted	Click on pawn	Pawn and available spots to jump are highlighted	Pawn and available spots to jump are highlighted	P
4	Players’ turn ends once it is over	Click on open space	Other player is able to move	Other player is able to move	P
5	A piece is clicked on and then another piece is clicked on	Click on a pawn and then click on another pawn	New pawn will be movable	New pawn is movable	P
6	Pawn turns into king when it reaches the other side of the board	Reach other side of board with pawn	Pawn will become king	Pawn becomes a king	P
7	Game states the winner	Win game with black	“Black wins”	You win!	P
8	Players will ‘take’ pawns when they jump over them	Jump over a pawn	Pawn will disappear	Pawn disappears	P

9	Invalid moves are rejected	Click on a pawn to move	Pawn will not move	Pawn does not move	P
10	Game will state the game has ended with no winner if a player exits the game	Exit out of game	“No winner. Game exited.”	“Player disconnected”	P
11	Players must jump pawns if they are able to	Set up a pawn that can be jumped	Player is forced to jump the available pawn	Player is forced to jump the available pawn	P
12	Game closes when there is a winner	Player 1 wins the game	“Player 1 wins!” (on command line)	Game closes	P
13	Players are connected over a network	“python3 server.py” “python3 client.py”	Two visible boards that communicate	Two visible boards that communicate	P