# Test Results

## Unit Test Results

Passed GetAllPossibleJumpsForNormalBlackPieceTest

Passed IsNewLocationLegalForKingPieceWhenItShouldNotBeTest

Passed IsGameOverWhenWhitePlayerShouldHaveWonTest

Passed GetPossibleBoardsForBlackPlayerTest

Passed SetGameDifficultyToHardTest

Passed ApplyKingPieceMoveTest

Passed IsOpponentPieceInSquareToTheBottomRightTest

Passed IsDepthReachedWhenItHasBeenTest

Passed CheckThatMovablePieceIsSelectedWhenItShouldBeNoForcedJumps

Passed IsMoveIllegalForWhitePieceMovingToTheTopLeftTest

Passed IsMoveLegalForBlackPieceMovingToTheTopLeftTest

Passed IsMoveLegalForWhitePieceJumpingToTheTopRightTest

Passed IsThereASecondJumpWhenThereIsTest

Passed IsNewLocationLegalForNormalWhitePieceWhenItShouldBeTest

Passed IsNewLocationLegalForNormalWhitePieceWhenItShouldNotBeTest

Passed ApplyNormalWhitePieceMoveTest

Passed IsBlackPieceToBeCrownedWhenItShouldNotBeTest

Passed GetAllPossibleMovesForWhitePlayerTest

Passed GetAllPossibleJumpsForNormalWhitePieceTest

Passed GetPossibleBoardsForWhitePlayerTest

Passed IsGameOverWhenBlackPlayerShouldHaveWonTest

Passed IsWhitekPieceToBeCrownedWhenItShouldBeTest

Passed IsMoveLegalForWhitePieceMovingToTheTopRightTest

Passed IsNewLocationAnEmptySquareWhenAnEmptySquareIsSelectedTest

Passed IsPieceToBeUnCrownedIfPieceWasNotKingBeforeMoveButIsAfterTest

Passed SetGameDifficultyToNormalTest

Passed IsWhitePieceToBeCrownedWhenItShouldNotBeTest

Passed IsOpponentPieceNotInSquareToTheBottomRightTest

Passed IsOpponentPieceInSquareToTheTopLeftTest

Passed GetOpponentColourForWhitePieceTest

Passed EvaluateBoardForBlackPlayerUsingInitialBoard

Passed GetAllPossibleMovesForKingPieceTest

Passed GetAllPossibleMovesForWhitePieceWithForcedJumpsTest

Passed IsOpponentPieceNotInSquareToTheBottomLeftTest

Passed SetGameDifficultyToEasyTest

Passed IsMoveIllegalForBlackPieceMovingToTheTopRightTest

Passed IsPieceInThisSquareWhenThereIsNoPieceTest

Passed GetAllPossibleMovesForBlackPieceTest

Passed GetAllPossibleJumpsForKingPieceTest

Passed GetAllPossibleMovesForWhitePlayerWithForcedJumpsTest

Passed EvaluateBoardForWhitePlayerUsingTestBoard

Passed GetAllPossibleMovesForWhitePieceTest

Passed RemoveJumpedPieceTest

Passed EvaluateBoardForBlackPlayerUsingTestBoard

Passed ReplaceJumpedPieceTest

Passed IsOpponentPieceNotInSquareToTheTopRightTest

Passed CheckThatMovablePieceIsSelectedWhenItShouldBe

Passed GetAllPossibleMovesForBlackPieceWithForcedJumpsTest

Passed IsMoveLegalForWhitePieceMovingToTheBottomRightTest

Passed IsMoveIllegalForWhitePieceMovingToTheBottomLeftTest

Passed SetTheGameBoardTest

Passed CheckThatMovablePieceIsSelectedWhenItShouldNotBe

Passed IsThereASecondJumpWhenThereIsNotTest

Passed GetAllPossibleMovesForKingPieceWithForcedJumpsTest

Passed GetOpponentColourForBlackPieceTest

Passed GetAllPossibleMovesForBlackPlayerWithForcedJumpsTest

Passed IsMoveLegalForWhitePieceJumpingToTheBottomRightTest

Passed IsMoveIllegalForBlackPieceMovingToTheBottomRightTest

Passed IsMoveLegalForBlackPieceMovingToTheBottomLeftTest

Passed IsOpponentPieceNotInSquareToTheTopLeftTest

Passed IsNewLocationLegalForKingPieceWhenItShouldBeTest

Passed IsPieceInThisSquareWhenThereIsAPieceTest

Passed IsPieceToBeUnCrownedIfPieceWasKingBeforeMoveTest

Passed IsBlackPieceToBeCrownedWhenItShouldBeTest

Passed ApplyNormalBlackPieceMoveTest

Passed GetAllPossibleMovesForBlackPlayerTest

Passed IsDepthReachedWhenItHasNotBeenTest

Passed IsMoveLegalForBlackPieceJumpingToTheTopLeftTest

Passed IsOpponentPieceInSquareToTheTopRightTest

Passed IsNewLocationAnEmptySquareWhenAnEmptySquareIsNotSelectedTest

Passed MinMaxTest

Passed IsMoveLegalForBlackPieceJumpingToTheBottomLeftTest

Passed UnDoMoveTest

Passed IsNewLocationLegalForNormalBlackPieceWhenItShouldNotBeTest

Passed IsOpponentPieceInSquareToTheBottomLeftTest

Passed EvaluateBoardForWhitePlayerUsingInitialBoard

Passed IsNewLocationLegalForNormalBlackPieceWhenItShouldBeTest

## Manual Test Results

Passed Test Case: Start a single player game.

Passed Test Case: Start a two player game.

Passed Test Case: Make a normal move in single player game.

Passed Test Case: Make a normal move in two player game for player 1.

Passed Test Case: Make a normal move in two player game for player 2.

Passed Test Case: Make a jump move in either game type.

Passed Test Case: Make a multiple jump move in either game type.

Passed Test Case: Win a game as player one.

Passed Test Case: Win a game as player two.

Passed Test Case: Select easy difficulty

Passed Test Case: Select normal difficulty

Passed Test Case: Select hard difficulty