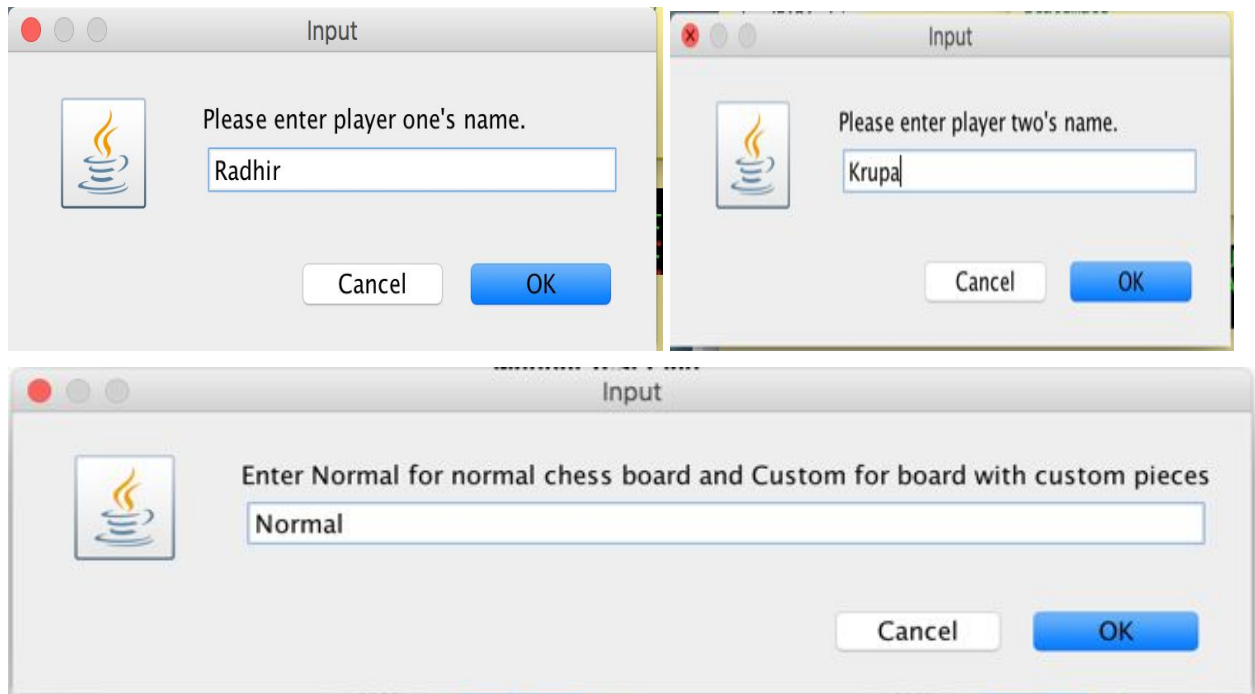


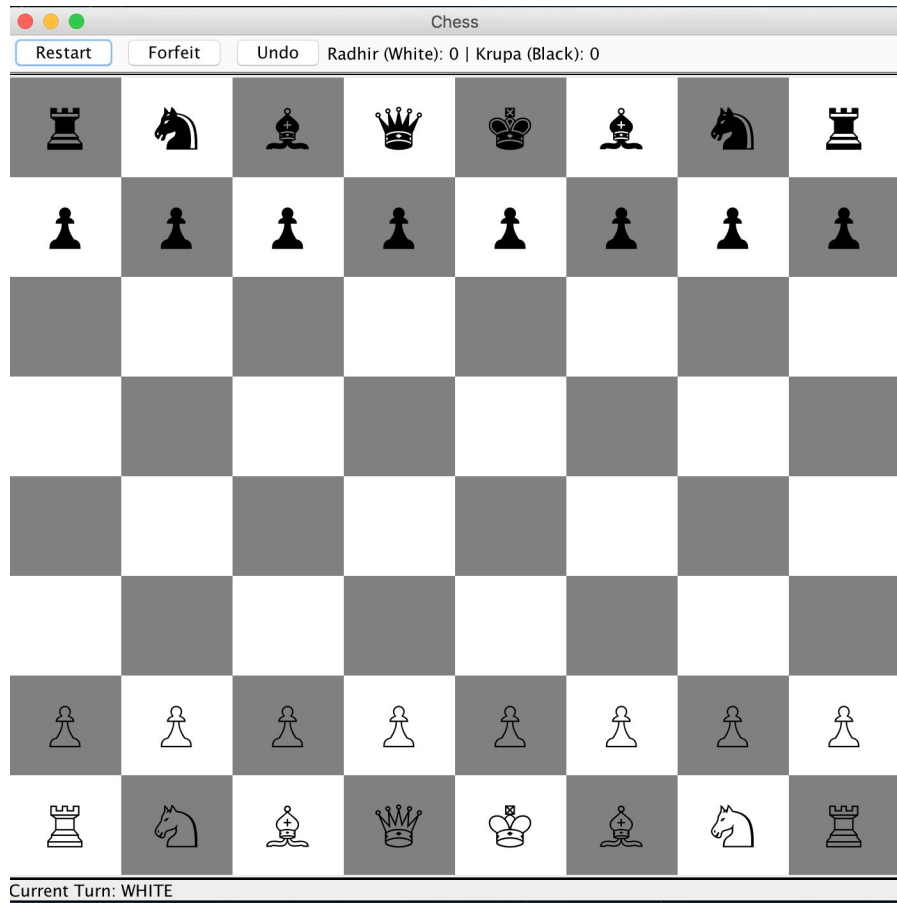
## Manual Test Plan

### 1. Testing game launch prompts



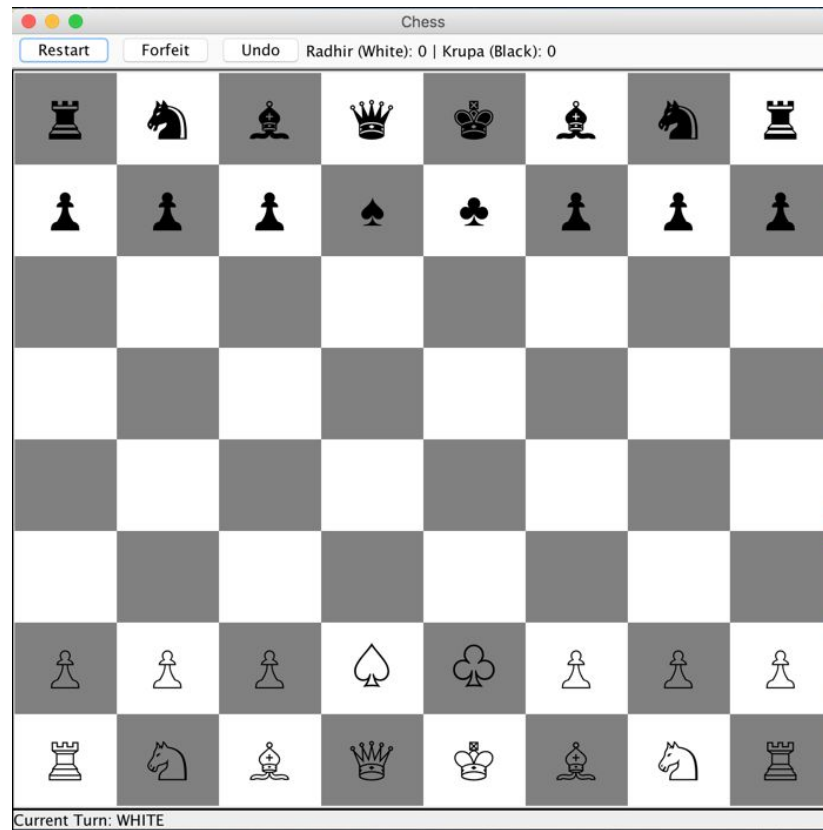
Make sure that on game startup, the user(s) are prompted to enter in player one's name and player's two name accordingly. Player two's dialog box will pop up right after player one's. Also make sure that the third dialog box is a prompt that asks the user whether to use the normal board or the custom board with the Princess and Empress pieces.

2. Testing game launch, initial configuration, and board layout (NORMAL).



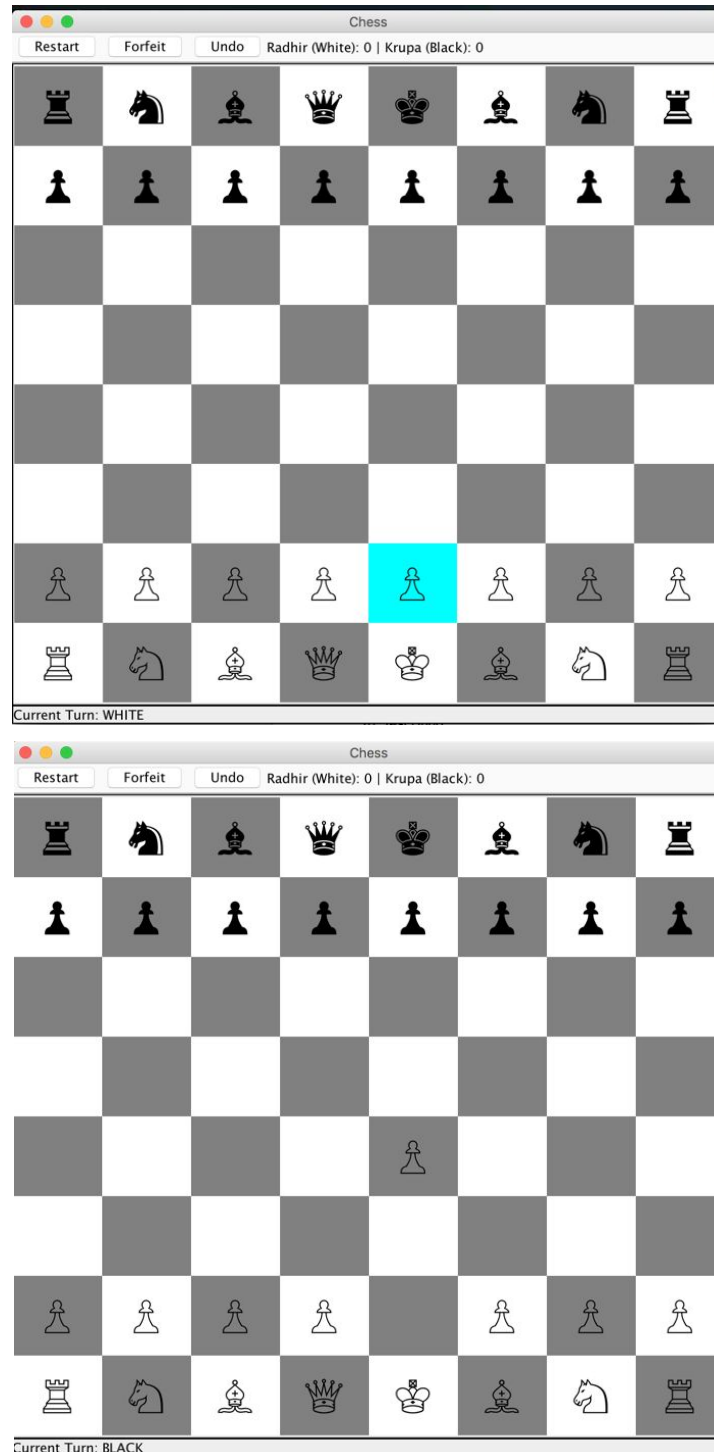
As you can see, the board has been initialized correctly since the board lists Radhir and Krupa as players. In addition, all the regular pieces are here and this picture depicts a typical chess board layout.

### 3. Board Layout and initial configuration (Custom)



If the Custom Board was selected, then the two pawns in the middle for both the white and black pieces should have been removed and replaced with the Princess and Empress pieces respectively (Princess - Suit) (Empress - Club). In addition, the names of both players should be listed at the top.

#### 4. Moving a piece (Valid)



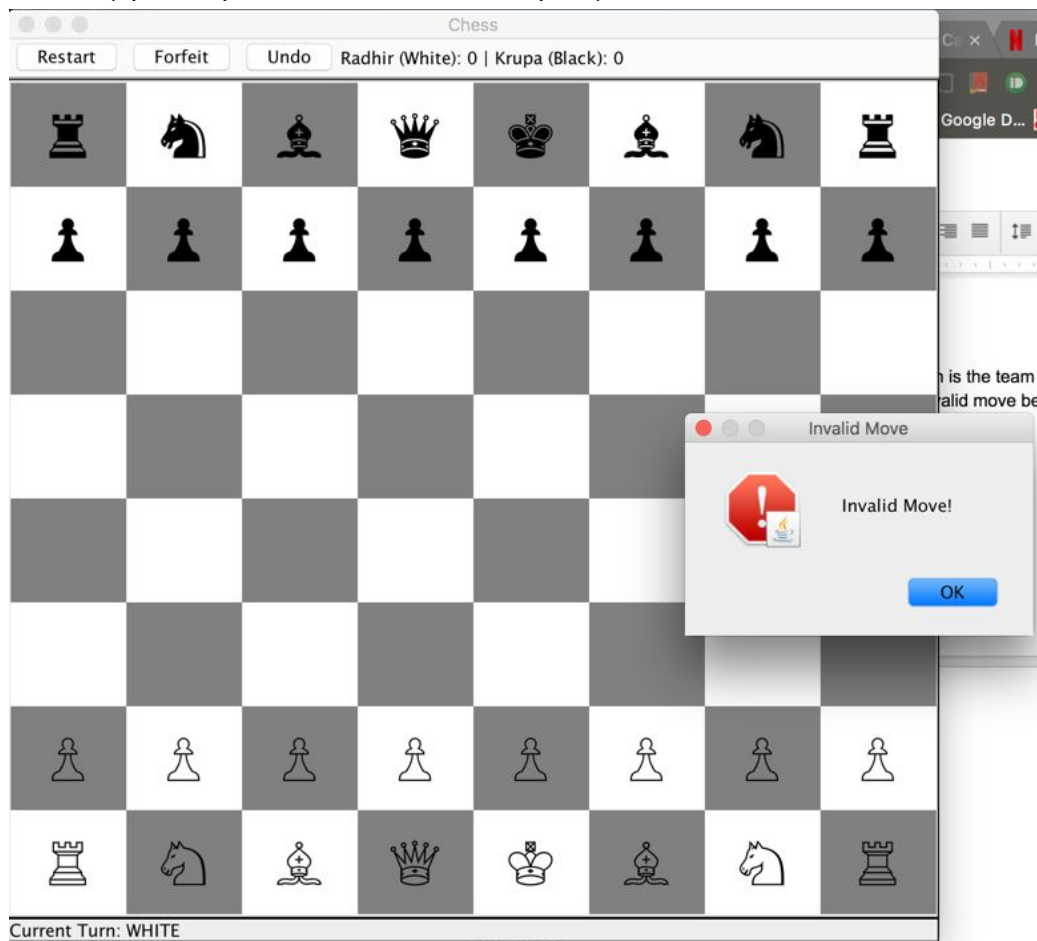
If a valid move is made, then initially when clicking on the piece that is to be moved, the cell should be highlighted. After that, if you click on the destination cell and the move is valid, the piece will move to that destination. You can notice that the turn has been complete and that the current turn belongs to the BLACK team by the status in the bottom left corner.

## 5. Moving a Piece (Invalid - Not current turn)



If the move made is not a valid move because the current turn is the team of the opposite color, then the dialog box should pop up indicating that this is an invalid move because it's the other team's turn.

6. Invalid Move (specific piece can't move in that path)



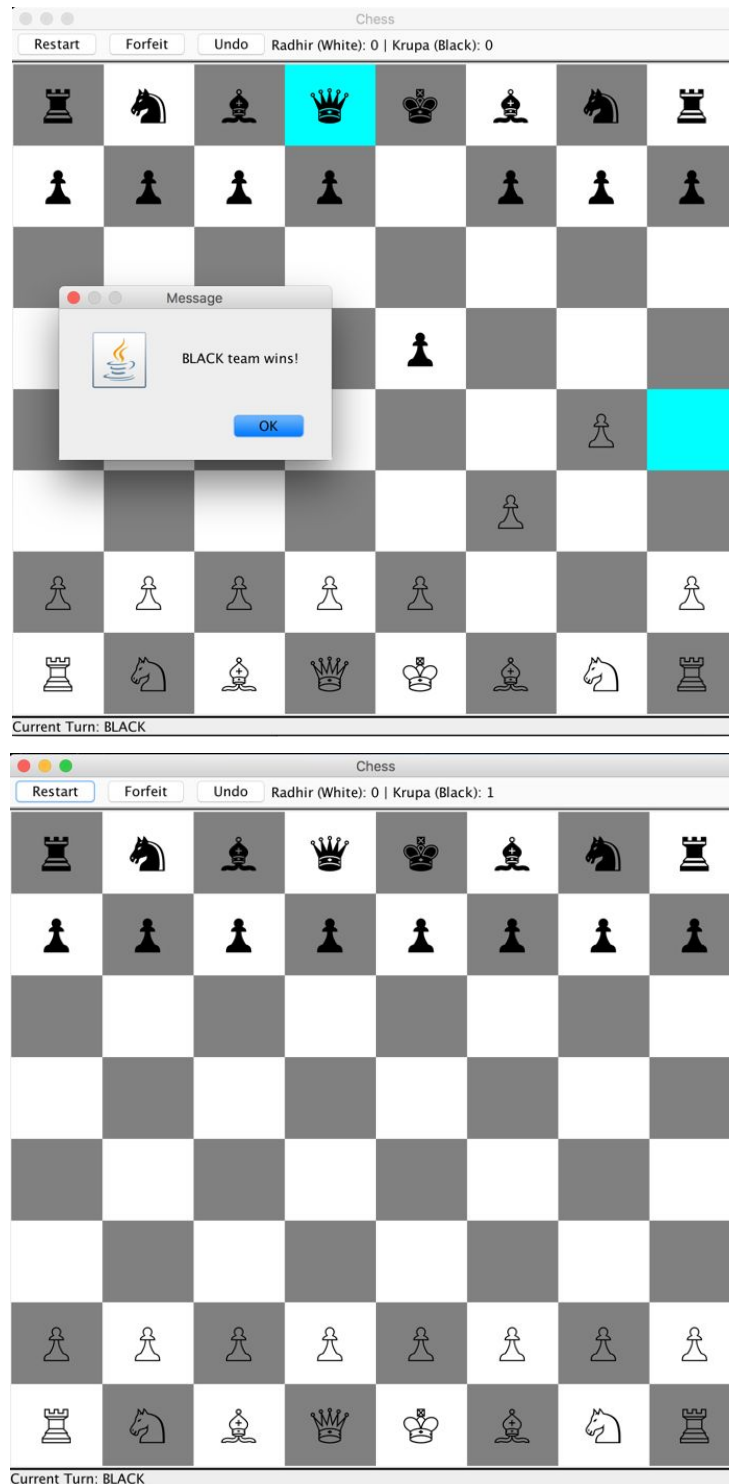
If an invalid move was being made, in this case the 4th pawn from the left was trying to move in a knight's path, then error dialog box "Invalid Move!" should be displayed.

## 7. Testing for check



This tests a simple check configuration where moving the white queen will put the black king in check. You can see the move being made and notice that the white queen will be in a diagonal path to the black king after the move. As a result, the game notifies the user that "Black's king is in check"

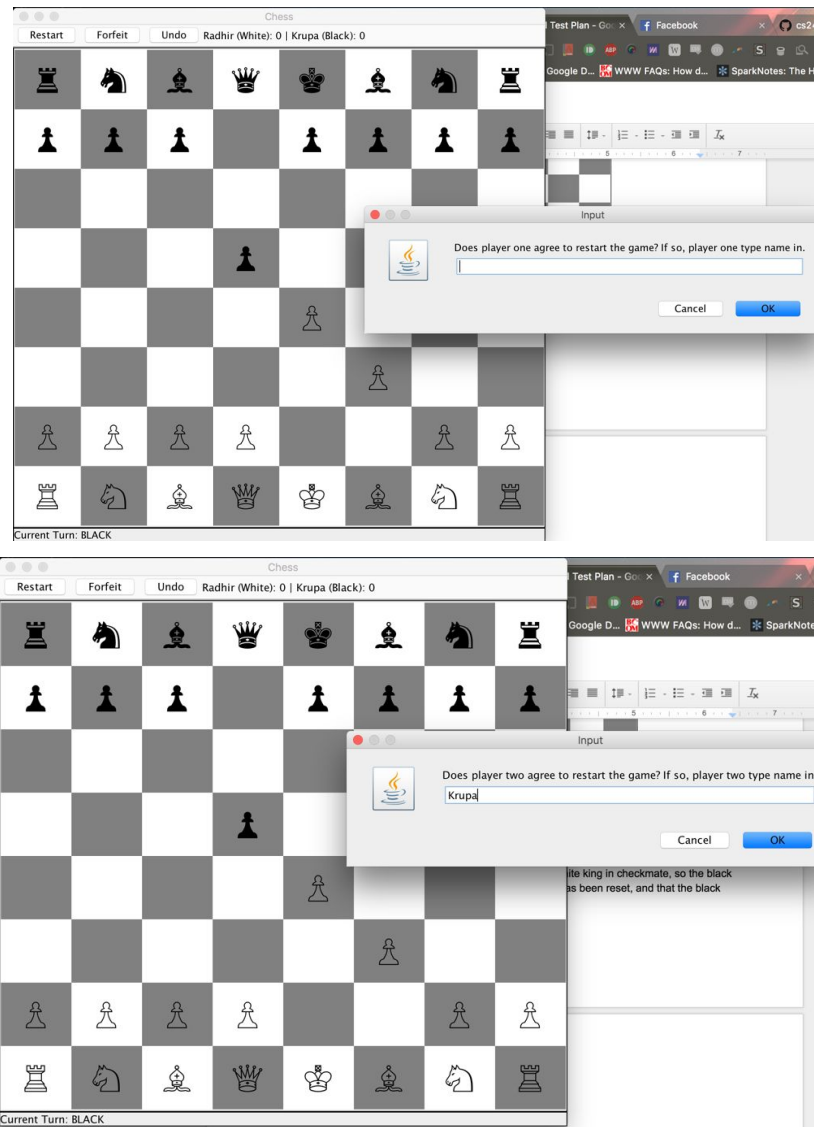
## 8. Test for CheckMate

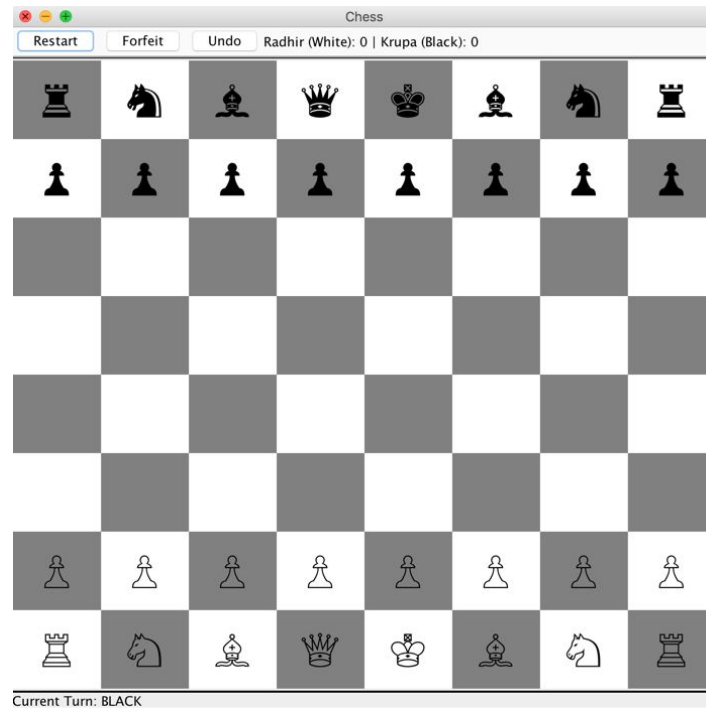


As you can see in the first picture, the black queen put the white king in checkmate, so the black team wins. The second picture depicts that the chessboard has been reset, and that the black team has increased its score by 1.



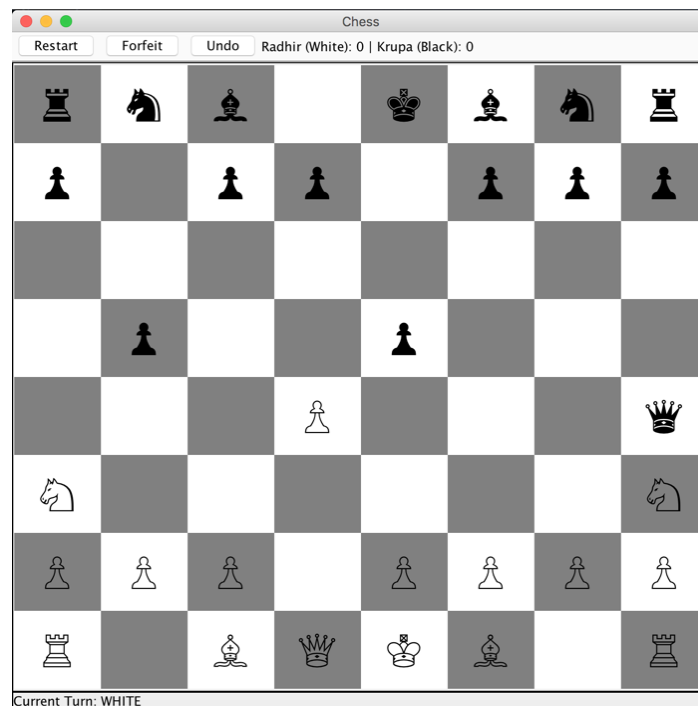
## 9. Test Restart

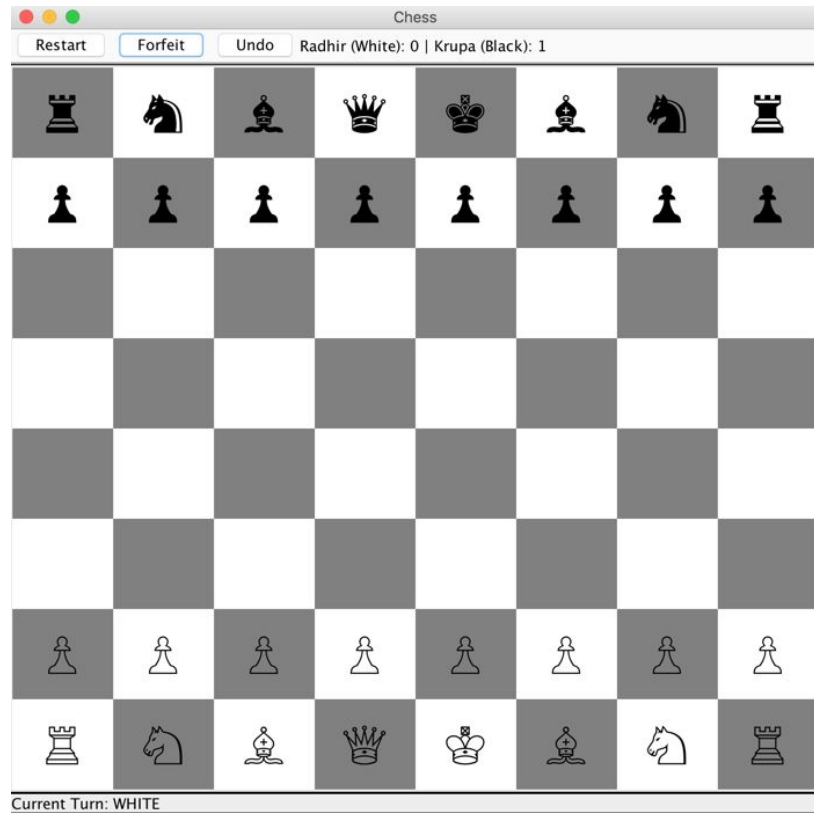




As you can see, when you press restart it asks both users to enter their names in to validate restart. After that, the initial chessboard that was selected is displayed and the scores are set to 0, 0. In addition, the board that is drawn after restart (normal vs custom) will depend on which board you chose initially when making the board.

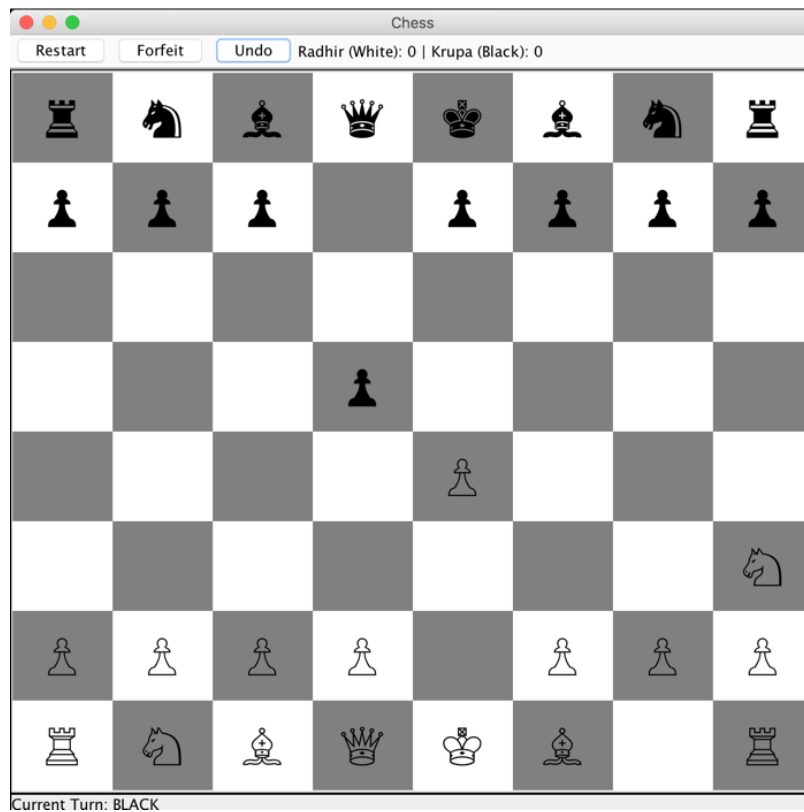
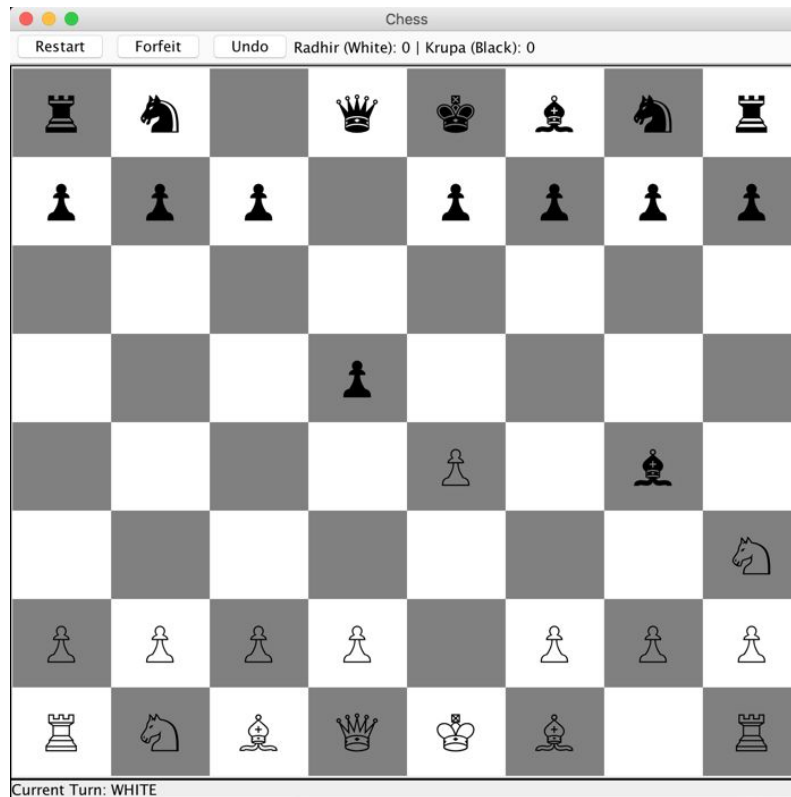
#### 10. Test Forfeit

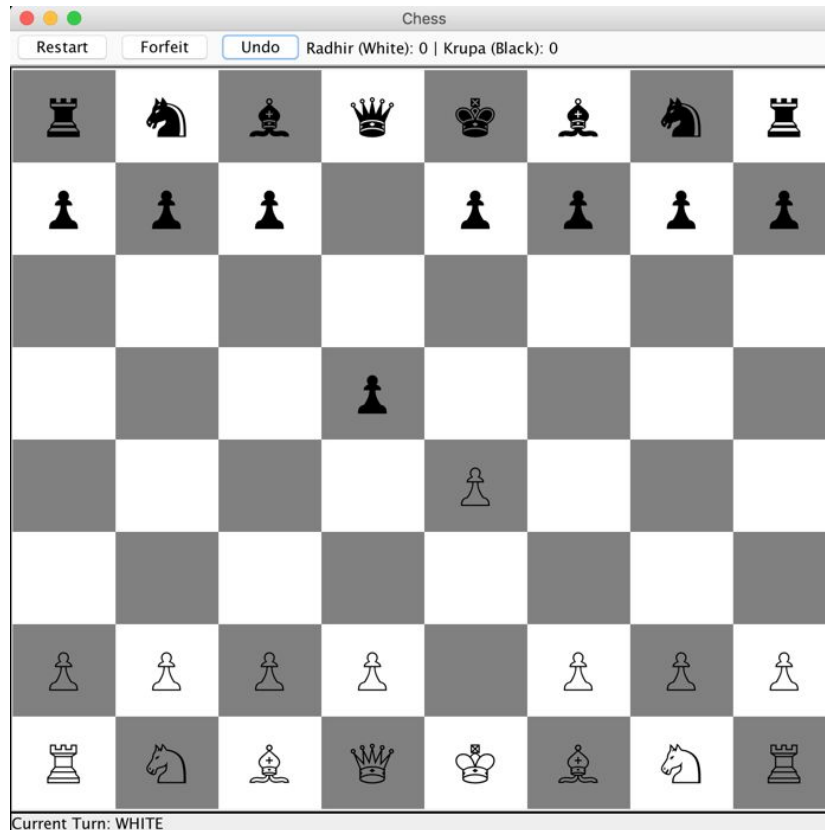




As you can see, from the initial board configuration, the board is reset after calling forfeit and the team that forfeited was the white team. Therefore, the black team got a point and the board was reset.

## 11. Test Undo (one move, multiple moves)





As you can see from the initial picture, the bishop and the knight were right next to each other and the current turn was the white's team. After clicking undo once, the black bishop returned to its initial location and the current turn is the black team. Clicking undo one more time results in the white knight going back to its initial location and the current turn is the white team.