

### Test Plan for GUI

1. Open the project using IntelliJ
2. Go to the class PlayGame, and run main()
3. You should be able to see the following Graphical User Interface at this point:



Note: Please make sure that pieces are in correct places, specifically:

- a. White side is on top, black on opposite
  - b. King and Queen are in correct spot, not interchanged
  - c. Correct number of pieces: 16 each
  - d. All pawns are present
  - e. Rook, Knight, and Bishops should be two piece for each side
4. Make sure that there is **no interaction** with mouse or keyboard on the board, when clicked
  5. Close the window by clicking on the exit button on the top corner