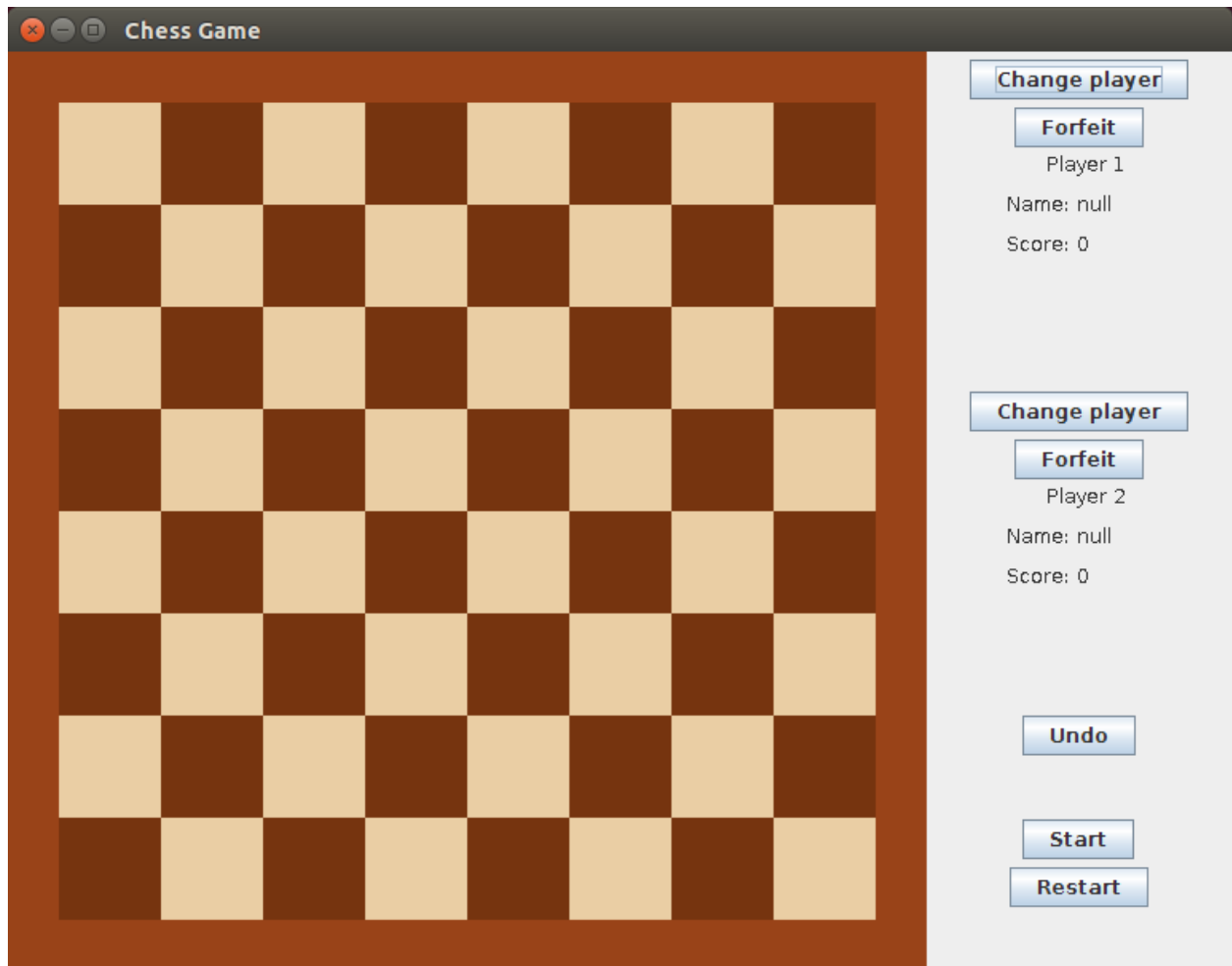
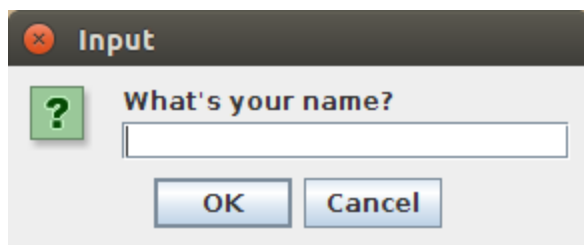


Test Plan for GUI

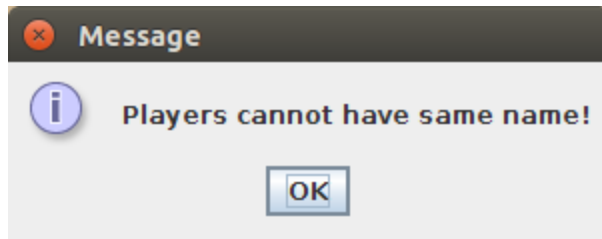
1. Following screen would be loaded when you launch the app:



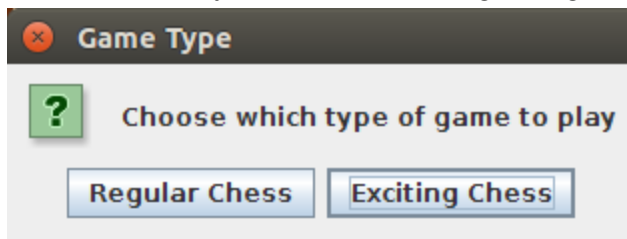
2. There should not be any piece
3. Make sure the game cannot start without changing the names
4. Load the names



5. Ensure you cannot put two same names



6. Click start and you will see following dialog, which allows to see which type to play:



7. Ensure piece colors are different and movements are different in each case:c

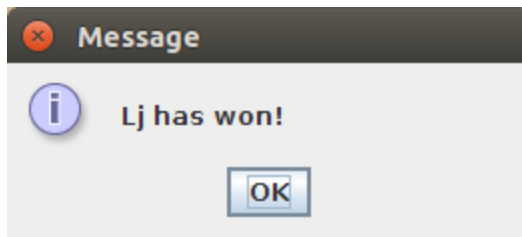


8. Make sure the game can be played:

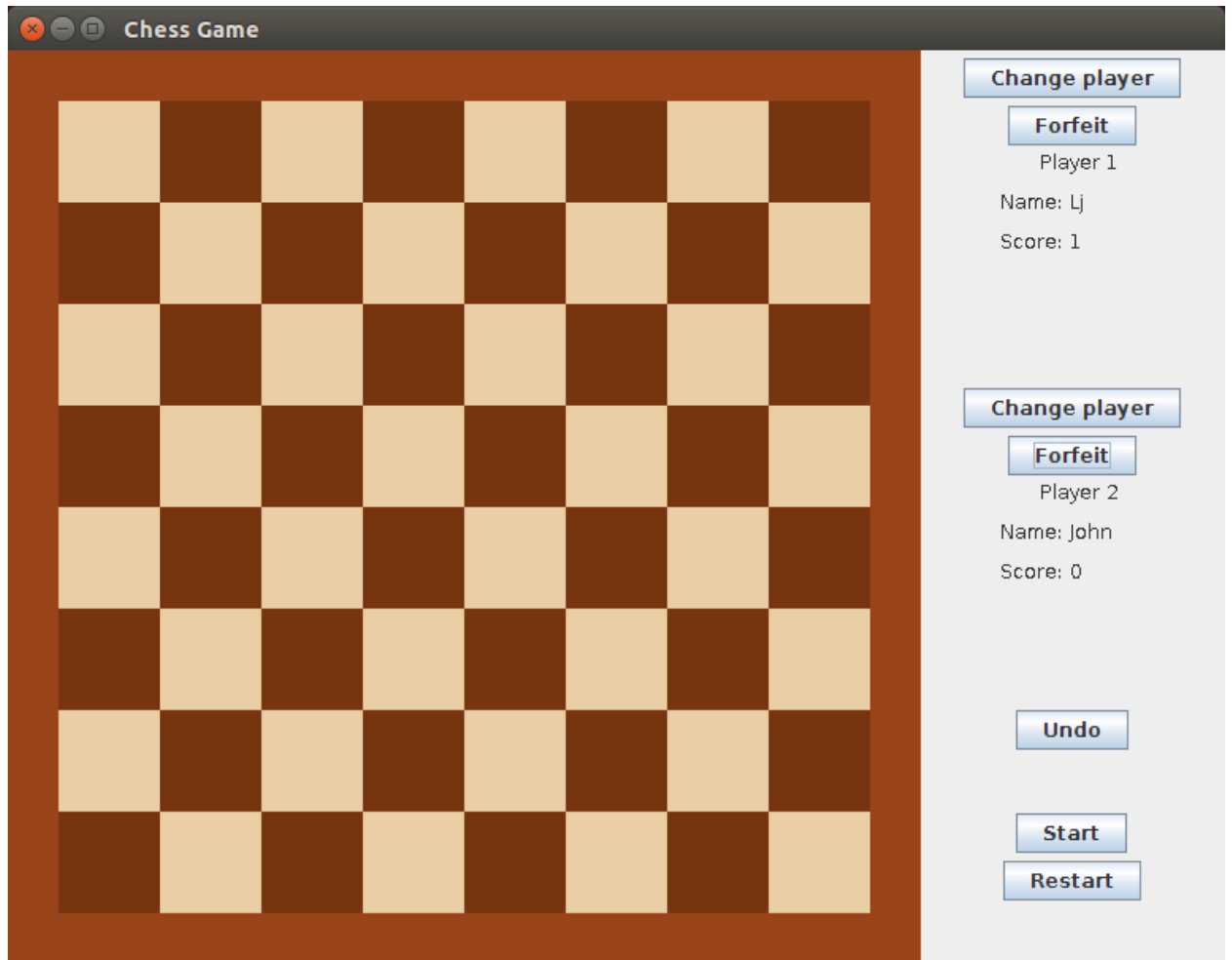
9. Ensure the pieces are clickable and highlights movement



Check checkmate condition meets and game cannot be played anymore:

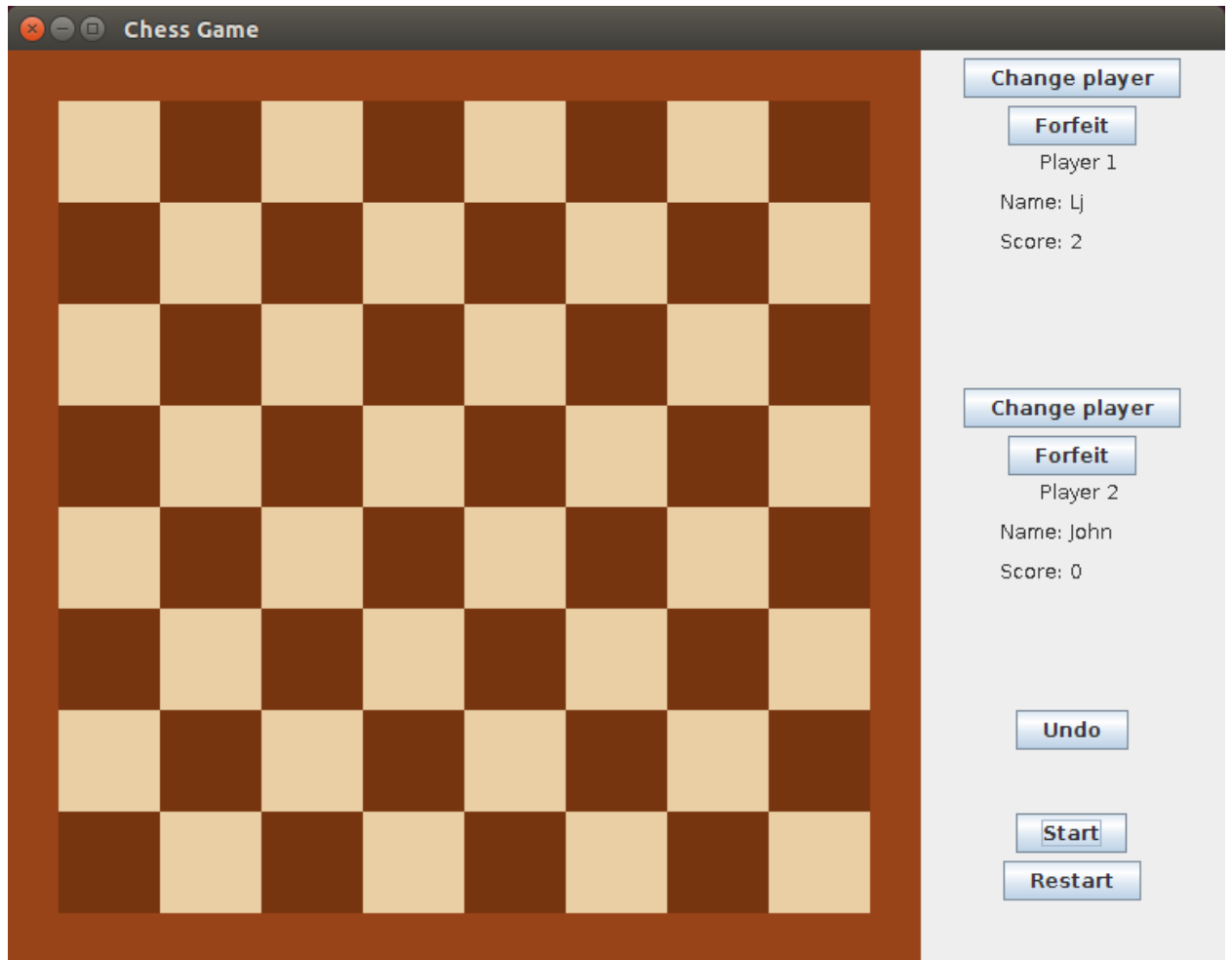


10. Scores also should be changed once the game finished, and remaining pieces should be removed:



11.

12. Check forfeit button destroys pieces and gives correct score to the winner:



- 13.
14. At all times, you cannot start game, once it has been started
15. You can change the player, which destroys current game
16. Turn should be rotated and Undo should give the turn back
17. Undo should not work at the start of the game or when there is no piece