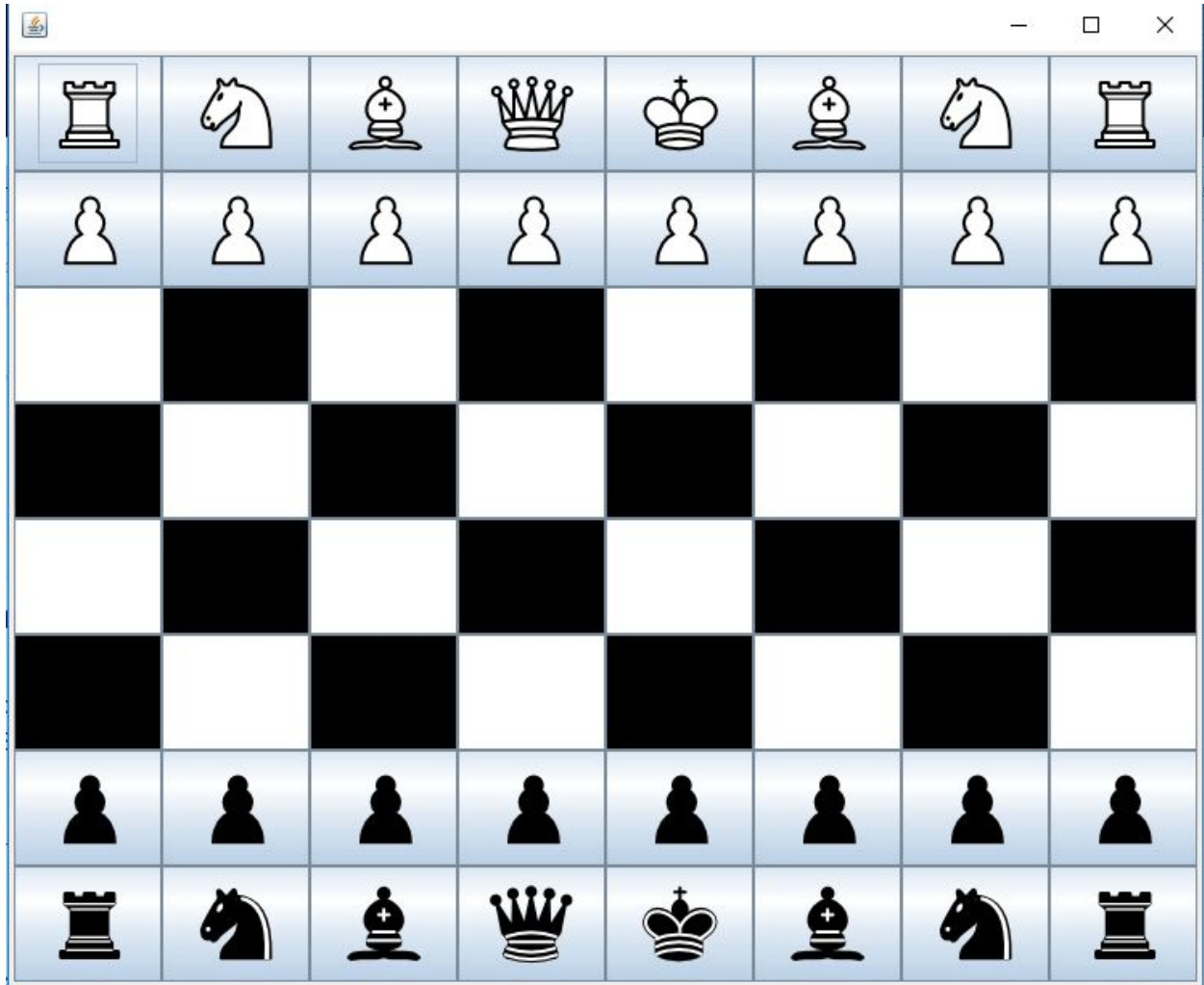


## Manual Testing Plan - Static Chess Board GUI

1.) Run BoardGUI.java as a Java Application.

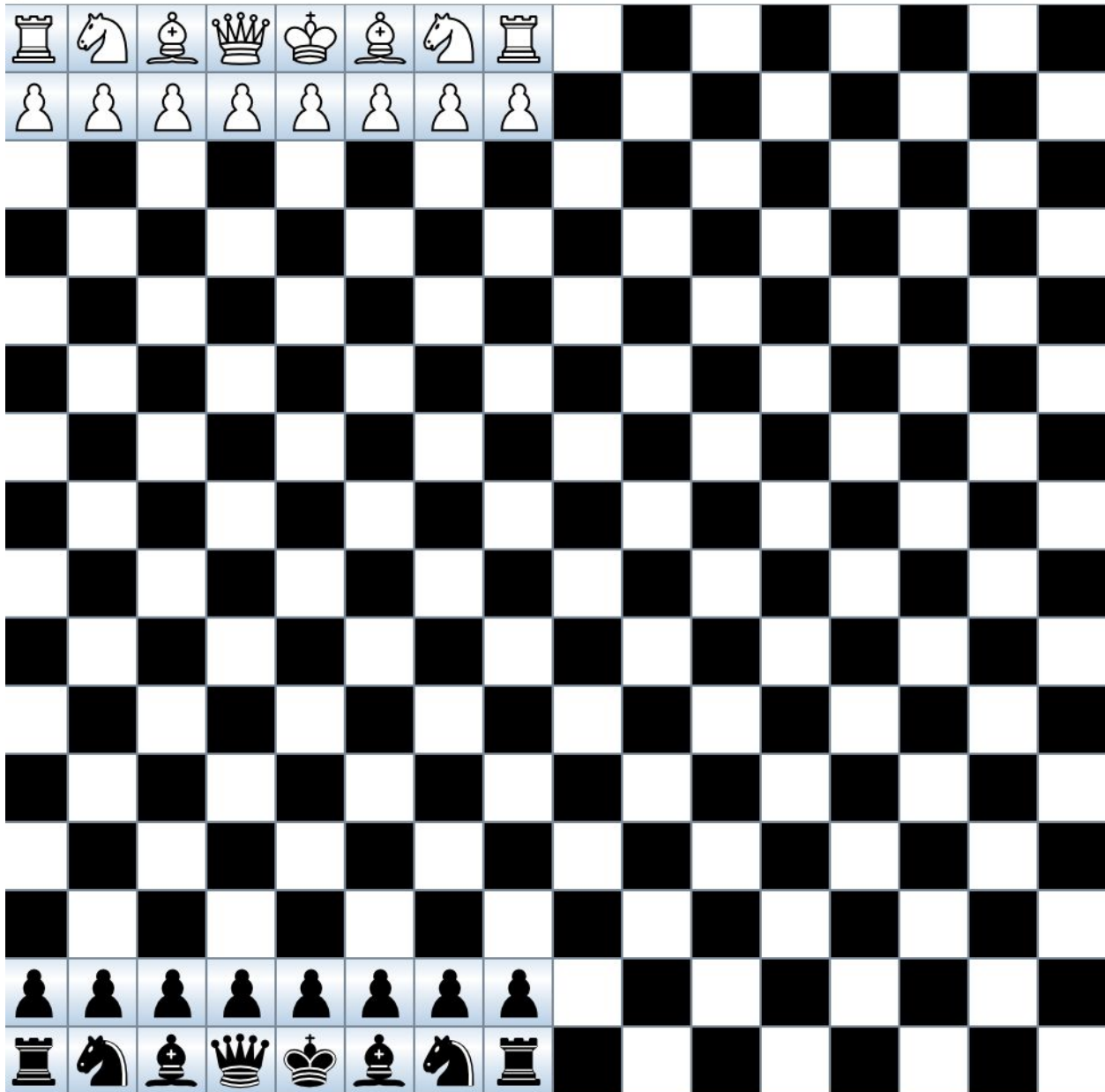
2.) GUI shown below should appear on screen:



3.) Verify the following properties:

- The board is 8x8
- Rows 1 and 6 are filled with Pawns
- Rows 0 and 7 are filled with: <Rook, Knight, Bishop, Queen, King, Bishop, Knight, Rook>
- Black and white pieces should be on opposite sides
- Tiles should alternate between black and white
- Exiting out of the board should shut down the Java Application

- 1.) Open BoardGUI.java and change dimensions of the created board (line 109) to 16 by 16.
- 2.) GUI should match the image below.



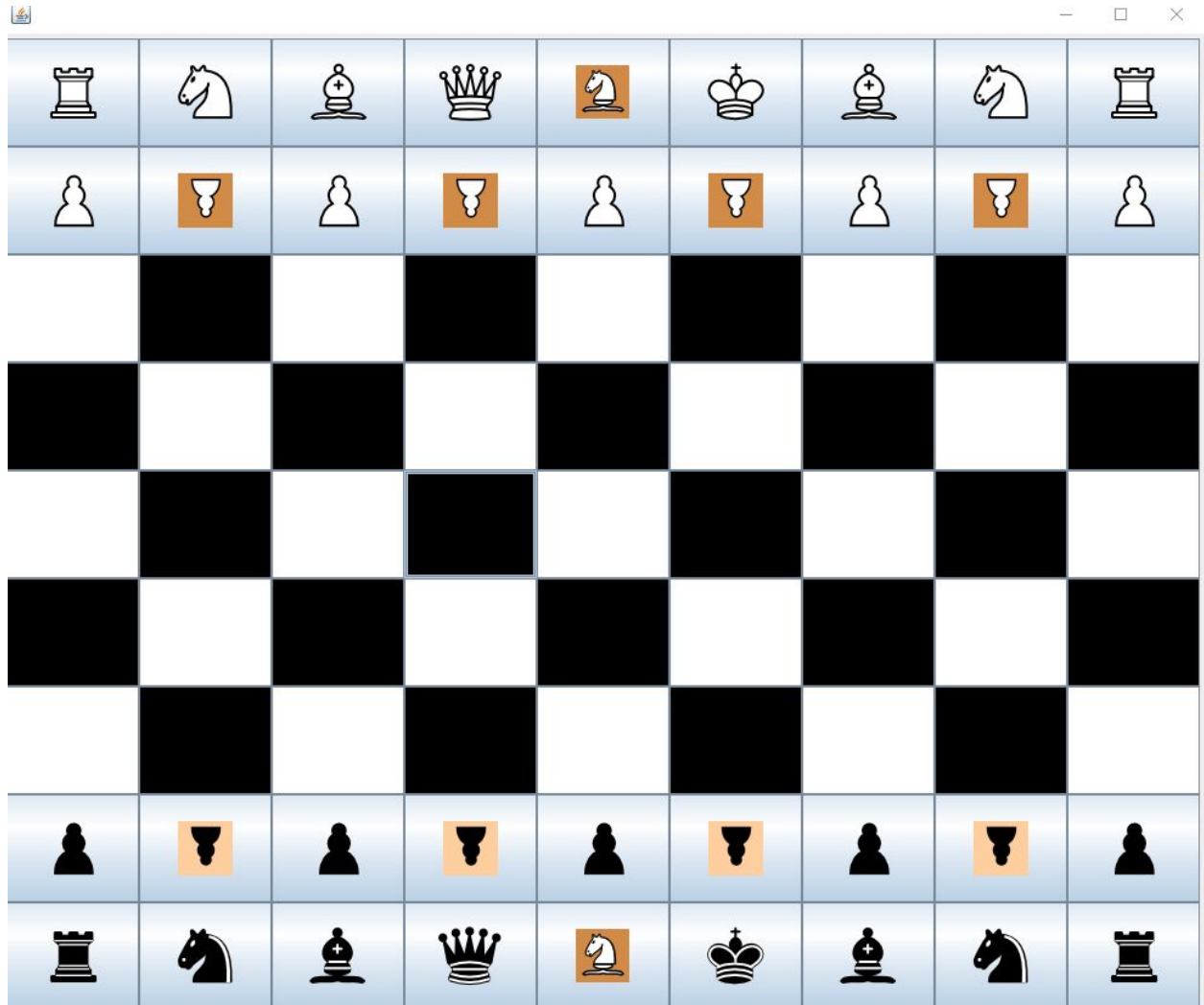
3.) Verify the following properties:

- The board is 16x16
- Rows 1 and 6 are filled with Pawns in the 8 leftmost spaces
- Rows 0 and 7 are filled with: <Rook, Knight, Bishop, Queen, King, Bishop, Knight, Rook> in the 8 leftmost spaces
- The rightmost 8 tiles should be empty in each row.

- Black and white pieces should be on opposite sides
- Tiles should alternate between black and white
- Exiting out of the board should shut down the Java Application

1.) OpenBoardGUI.java and change dimensions to 9 by 9 (line 109) and set parameter to false.

2.) GUI should match image below.



3.) Verify the following properties:

- The board is 9x9
- Rows 1 and 6 are filled with Pawns and Berolina Pawns (Pawns on even tiles, BerolinaPawn on odd tiles)
- Rows 0 and 7 are filled with: <Rook, Knight, Bishop, Queen, Princess, King, Bishop, Knight, Rook>
- Black and white pieces should be on opposite sides
- Tiles should alternate between black and white

- Exiting out of the board should shut down the Java Application