**Title: Add a player**

1. USER STORY: As a new online chess player, so that I can play chess with and compete with others, I want to add a player to my chess game.

SCENERIOS:

1. Given I am on the starting screen for my game, When I click on start, Then I should be on the “Enter the Number of Players Screen.” When I fill in two with my keyboard and I press enter, Then I should be on the start game page and then I should see two players listed.
2. Given I am on the starting screen for my game and when I click on start and I entered the number of players on the screen to be one, and I am currently on single player mode, on the start game page, When I press the back button and change the number of players from one to two and I press Enter, Then I should be in multiplayer mode in my game.
3. Given I am playing the game of chess as a single player already, When I click the return to home screen button, and I press the start button and I go to the “Enter the Number of Players Screen” and I fill in two players and press enter, then I should be in multiplayer mode in my game.

**Title: Move a pond**

1. USER STORY: As an online chess player, so that I can advance to my opponent’s side of the board and take their king, I want to move a pond in my chess game.

SCENERIOS:

1. Given I have already pressed start and entered the number of players and am on the play game mode and have already pressed start game, and my pieces are already set up, When I click on my pond at its initial square to first start the game and I click up two squares then my pond should move up two squares.
2. Given I have already pressed start and entered the number of players and am on the play game mode and have already pressed start game, and my pieces are already set up, When I click on my pond at its initial square to first start the game and I click up one squares then my pond should move up one squares.
3. Given I have already started the game and moved my pawn from its initial square and there are no opposing pieces blocking my pond, when I click up, then my pond will move up one space.
4. Given I have already started the game and moved my pawn from its initial square and there are opposing pieces in front of my pond, when I click up, then my pond will not be able to move one square.
5. Given I have already started the game and moved my pawn from its initial square and there are opposing pieces in a diagonal above my pond, when I move my pond to the diagonal, then my pond will capture the opposing piece and take its position.
6. Given I have already started the game and moved my pawn from its initial square and there are opposing pieces in a diagonal above my pond and there are opposing pieces in the space directly above my pond, when I move my pond up, then It will not move, but when I move my pond to the diagonal, then it will capture the opposing piece and take its position.

**Title: Checkmate**

1. USER STORY: As an online chess player, so that I can end the game of chess and win against my opponent, I want to capture my opponent’s king and thus put him in checkmate.

SCENERIOS

1. Given that the game of chess has started between players and the king is blocked by an opposing team’s piece and