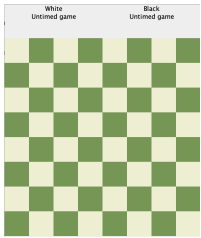
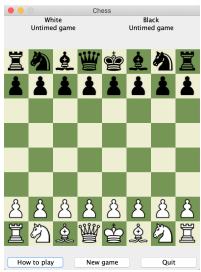



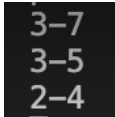




# Testing Log for Chess Project

The purpose of this document is to keep track of all the testing (manual or via a test suite) that you've performed on your chess game to ensure it works correctly. Use the below grid as you go to record each thing you tested. You should be sure to test all functions as fully as possible!

## Manual Tests:

Name of function you're testing	Action taken	Expected Response	Pass/Fail	Screen shot
Board constructor	Press "start" button	A board is displayed on the screen with a white square in the top left corner and a checkerboard pattern across the rest of the 8 rows/columns.	pass	
<code>initializePieces()</code>	Press "start" button	The chess board and the chess pieces display correctly	pass	

Legal moves	Move white knight at <code>board[7][6]</code>	Can only move in L-shape; identifies the coordinates of possible moves from <code>board[7][6]</code> : <code>board[5][7]</code> and <code>board[5][7]</code> ; can't occupy the square of the same color piece.	pass	 
<code>mouseReleased</code>	Move black pawn at <code>board[1][6]</code>	Returns possible moves of black pawn at <code>board[1][6]</code> :  3-7  3-5  2-4	pass	 
<code>getControlledSquares</code>	Move knight at <code>board[5][5]</code>	Returns an array of squares that the piece controls  7-6 3-6 3-4 4-7 4-3	pass	 


Code tests (optional):

If you made any JUnit Tests please copy and paste them here:

5-7  
5-5

3-7  
3-5  
2-4

7-6  
3-6  
3-4  
4-7  
4-3