

Manual Test Plan

In this test plan, we'll move the piece on the chessboard step by step to see if all requirements are met. The initial layout of chessboard is showed in Figure.1. On the left side of the panel, it displays the unique name generated and scores for white chess player and black chess player respectively. The blue border highlights the current turn and the pink color highlights the chess that was selected to move in current turn. In this case, black chess moves first so the button whose text is "Black" plus the player name is highlighted. And we now move the black pawn highlighted.

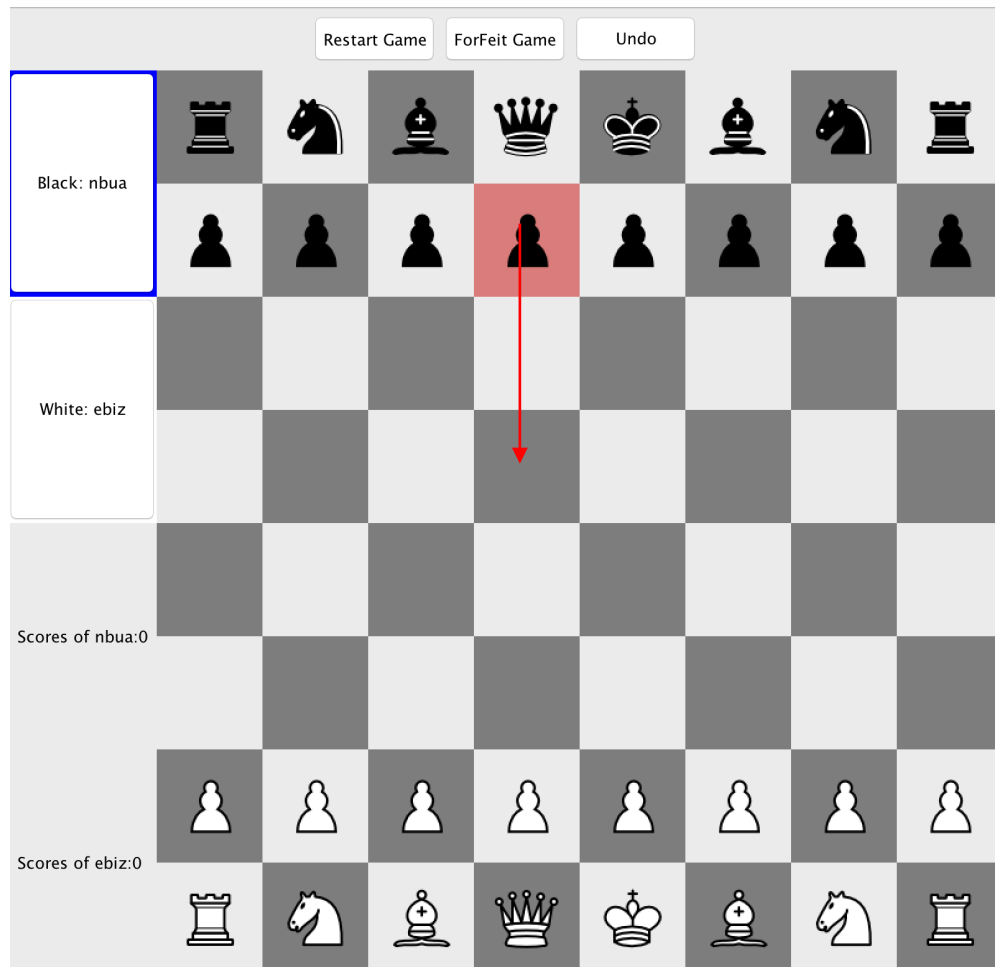


Figure.1

After we moved the black pawn, we now move the white pawn highlighted in Figure.2.

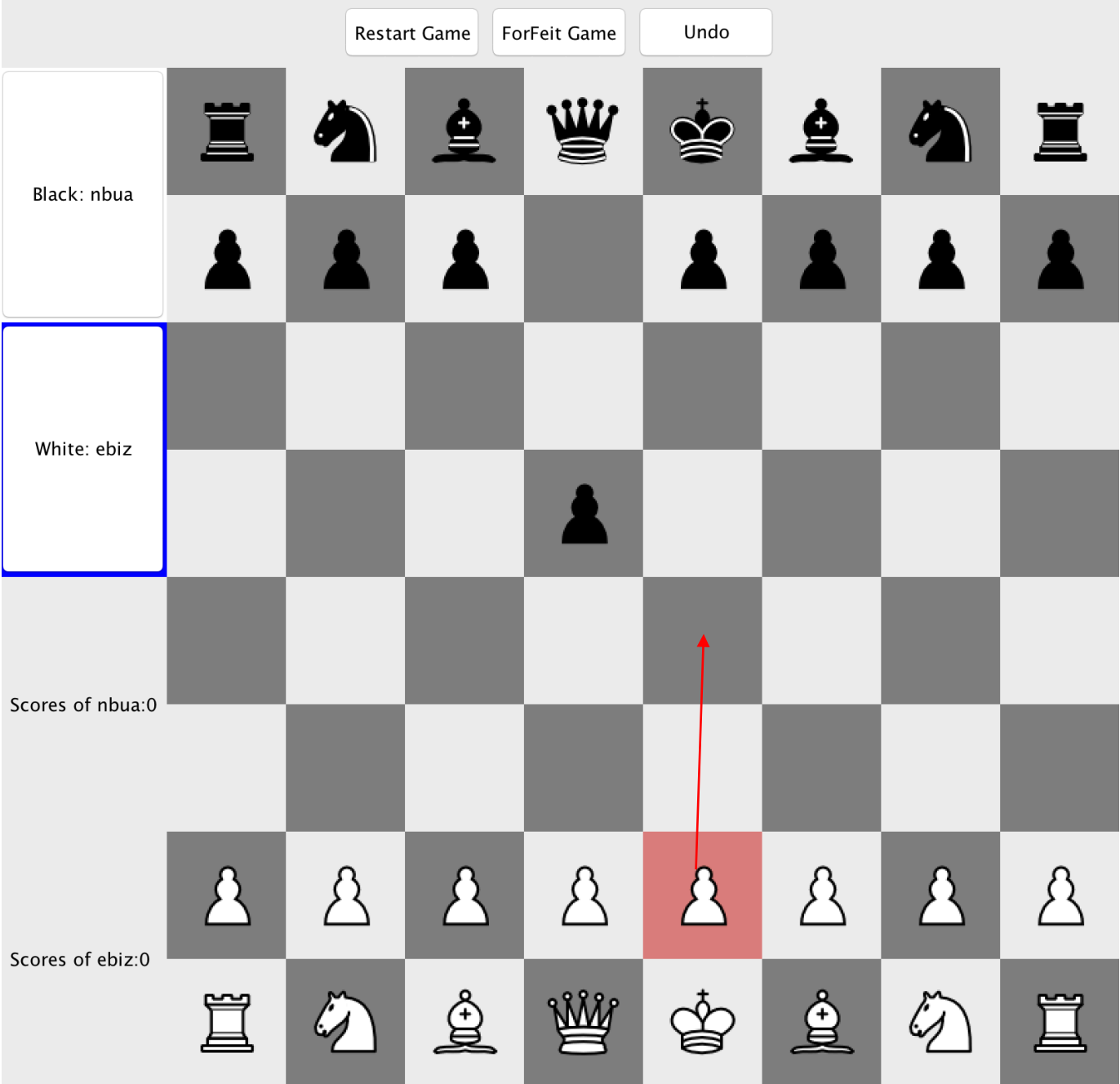


Figure.2

After we moved the white pawn, we now move the black pawn highlighted in Figure.3.

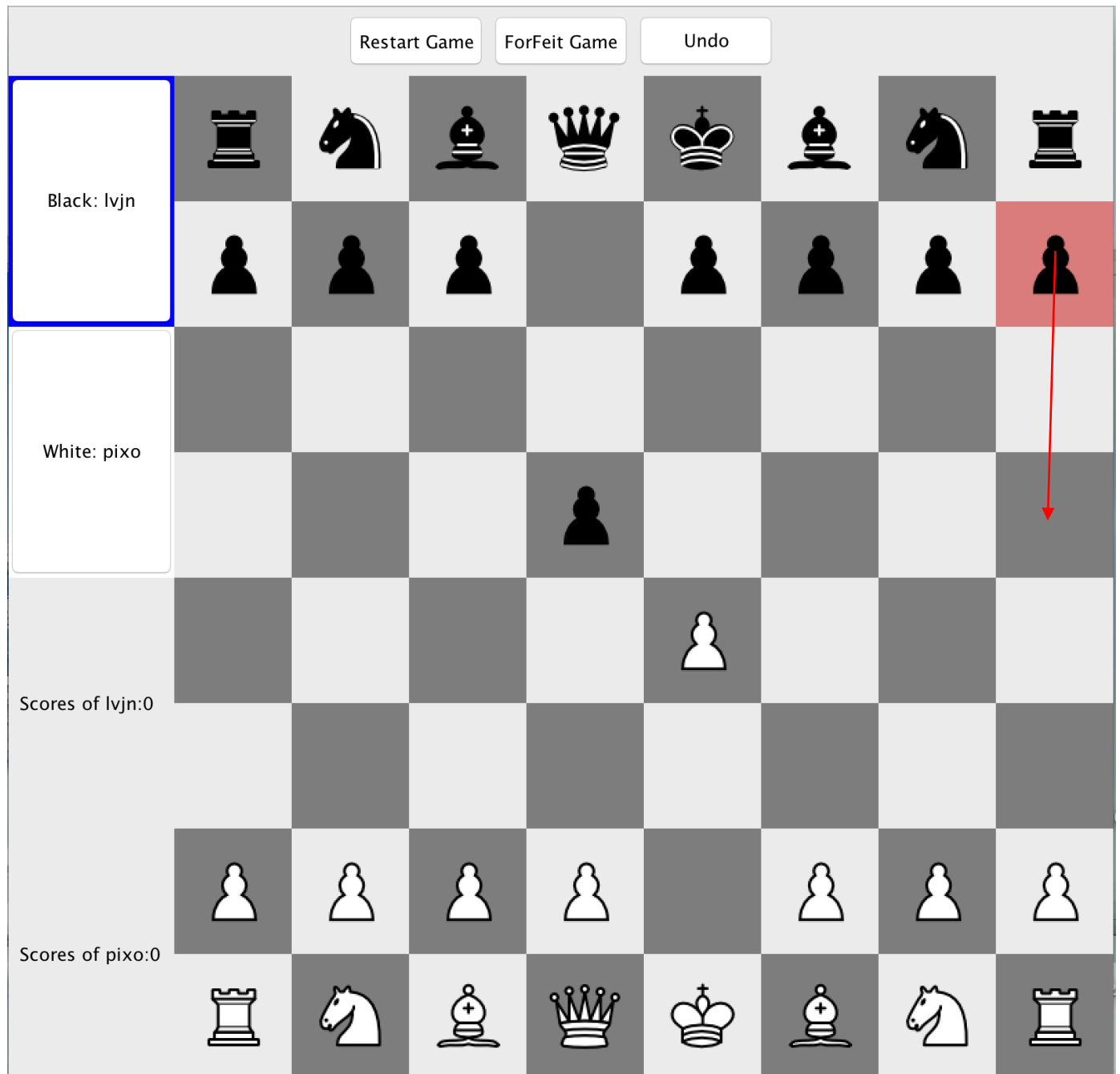


Figure.3

After we moved the black pawn, we now try to move the white pawn highlighted in Figure.4 one square diagonally.

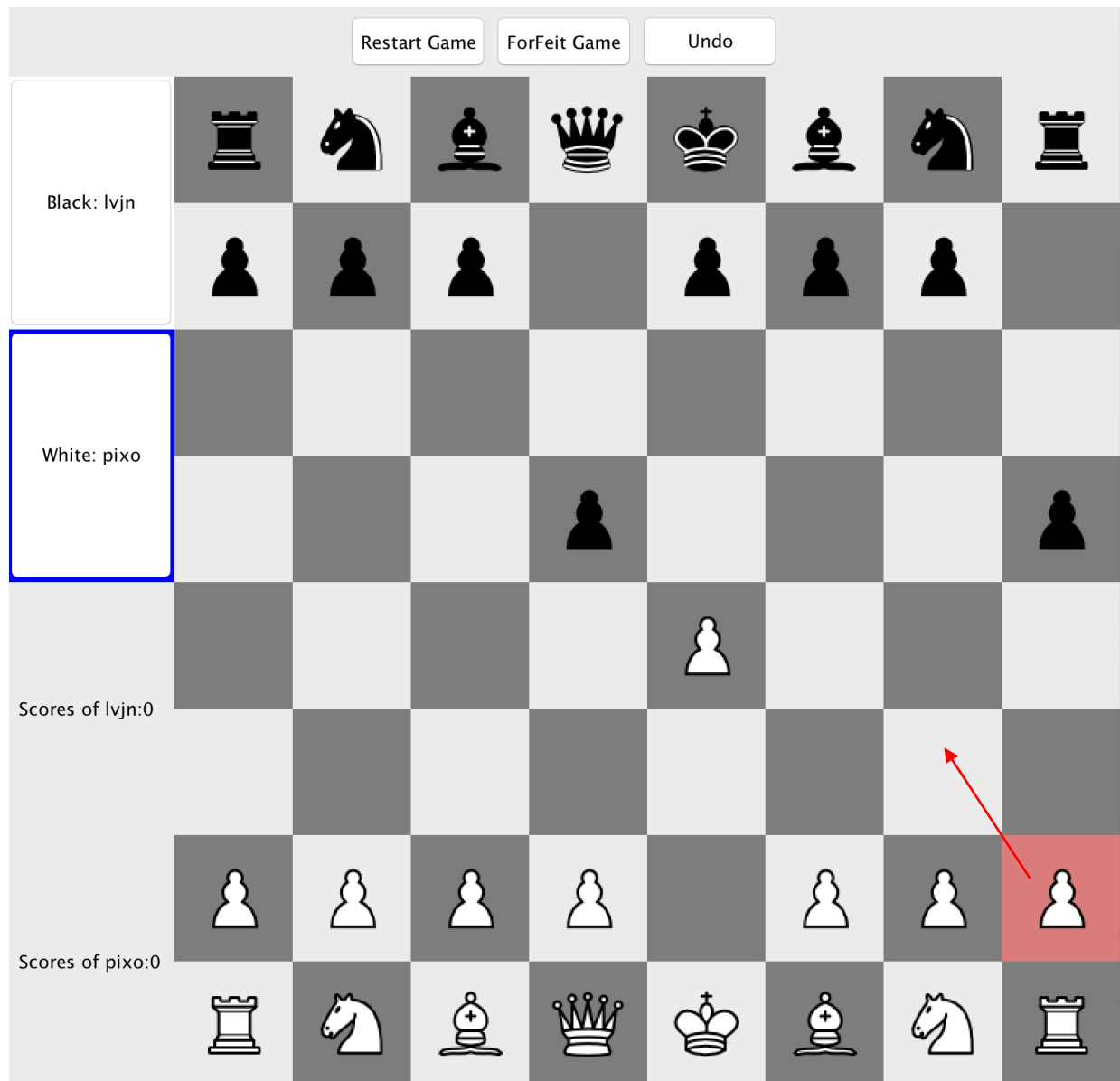


Figure.4

Now since it was an invalid move, we get the visual feedback that reminds player the previous operation is an invalid move.

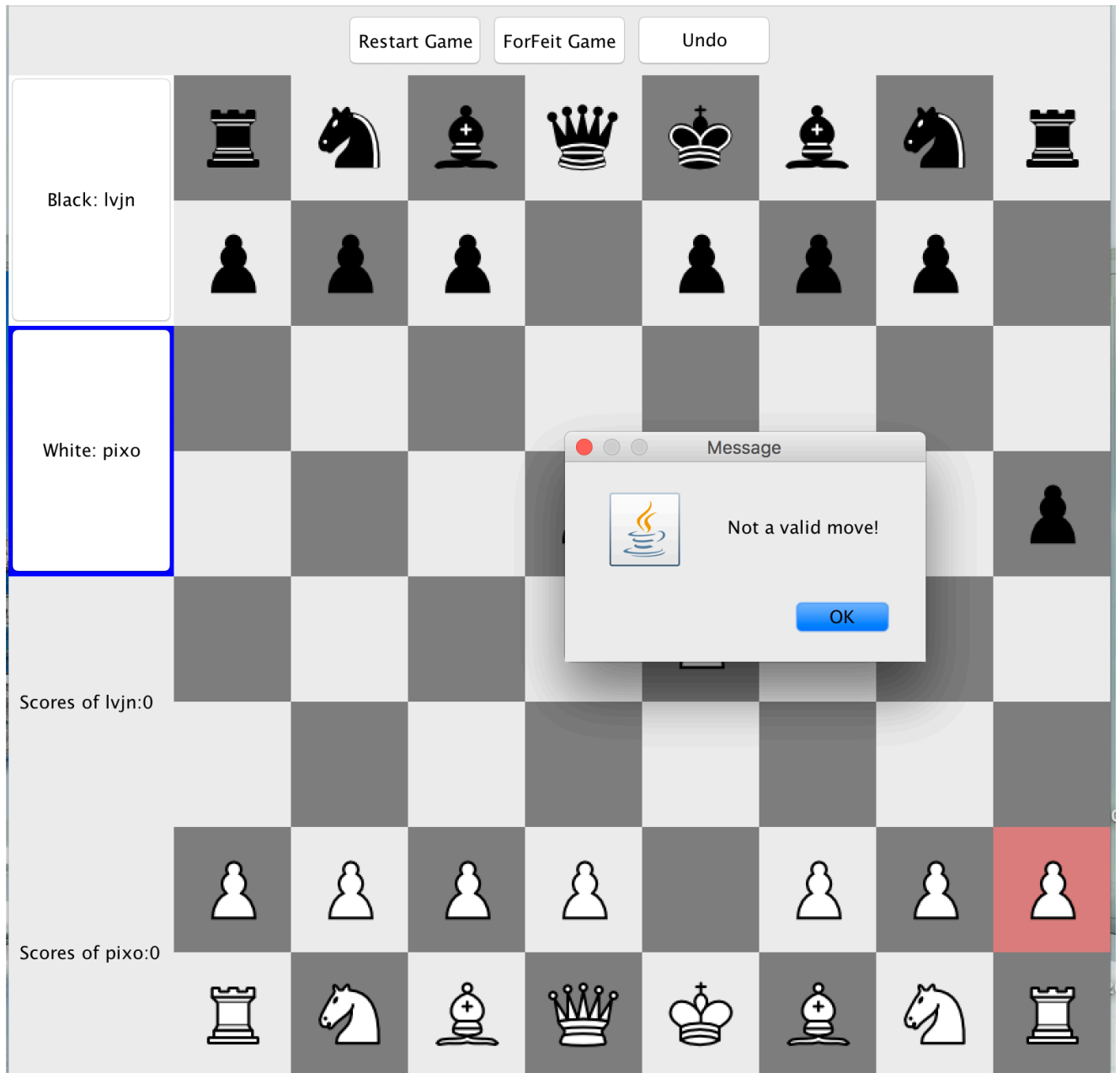


Figure.5

Now we move the previous white pawn two step forward. And we select the black rook highlighted in Figure.6 as our next move target.

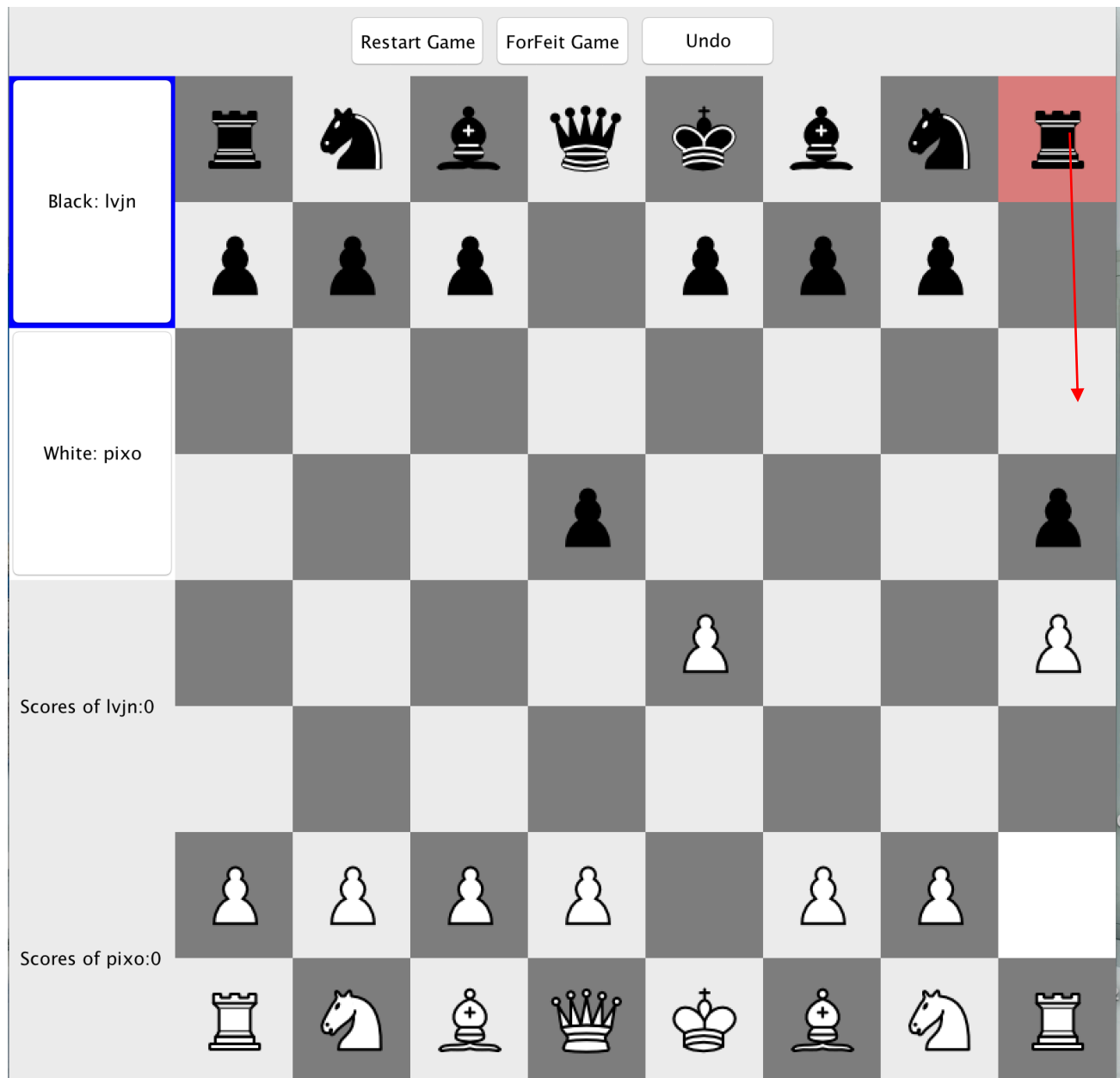


Figure.6

Now we move the white pawn highlighted in Figure.7 one step diagonally to eat the black pawn indicated.

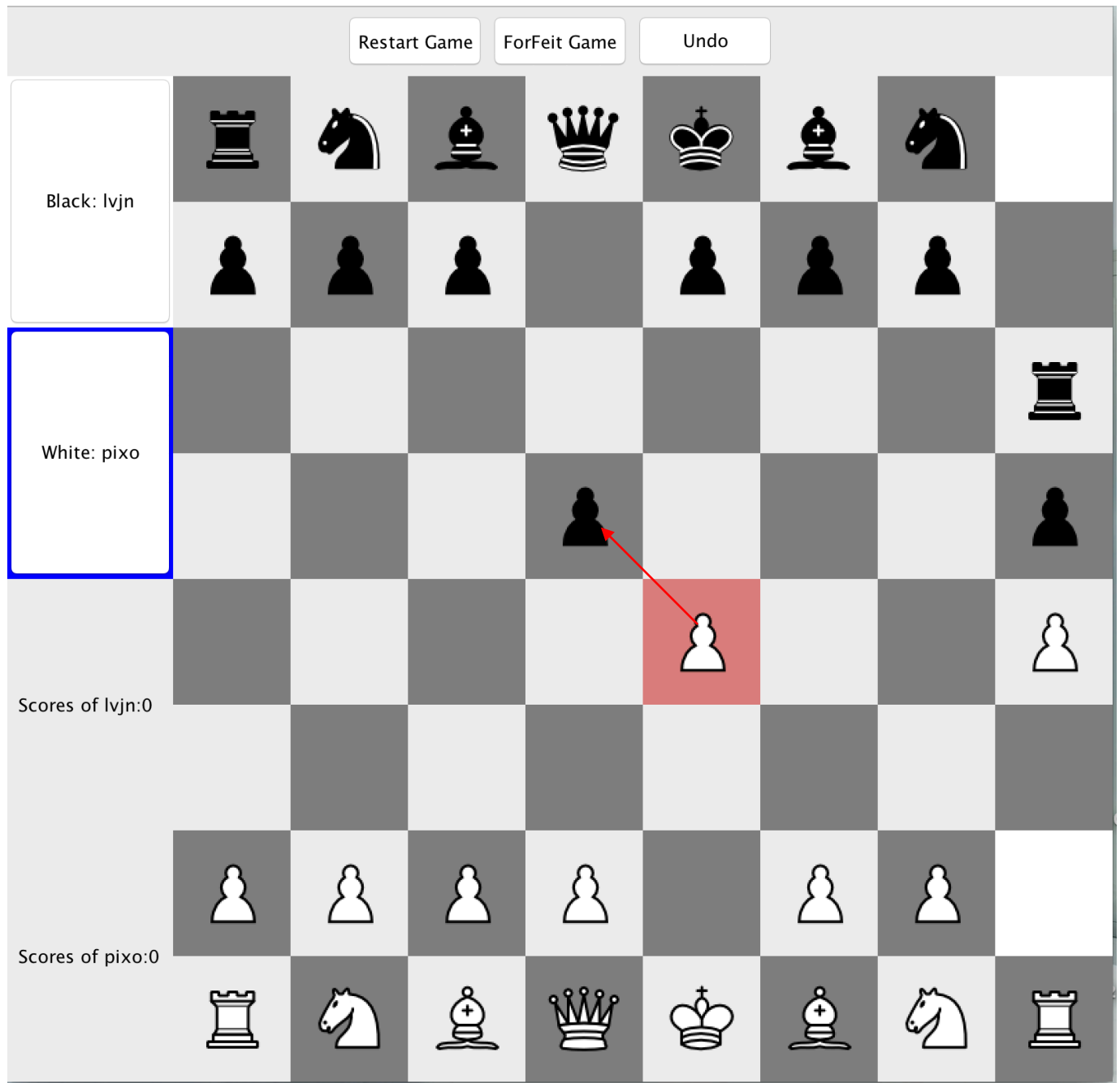


Figure.7

Now we move the black knight highlighted in Figure.8 along the direction indicated by the red arrow.

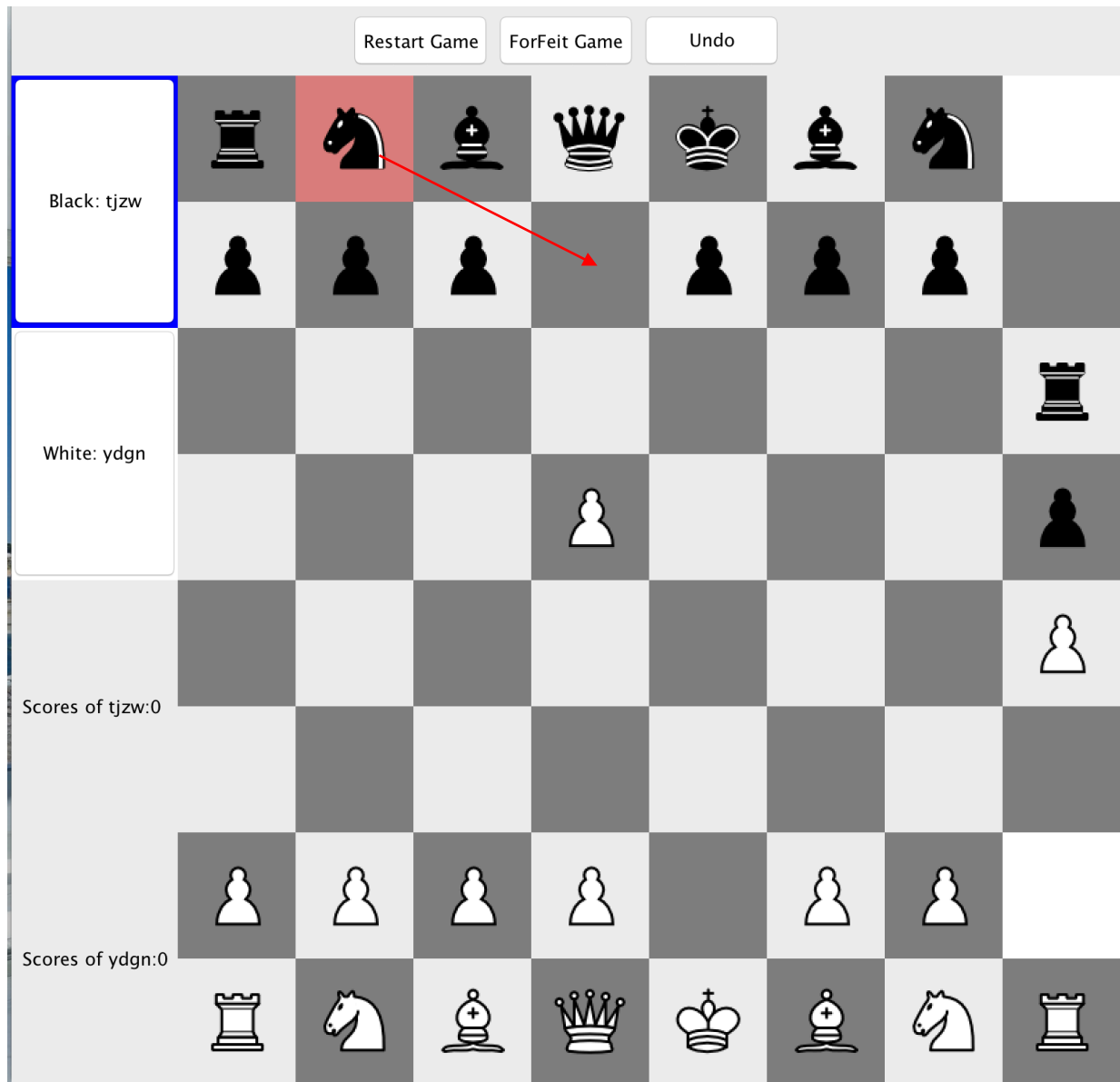


Figure.8

Then we move the white pawn highlighted in Figure.9 two step forward.

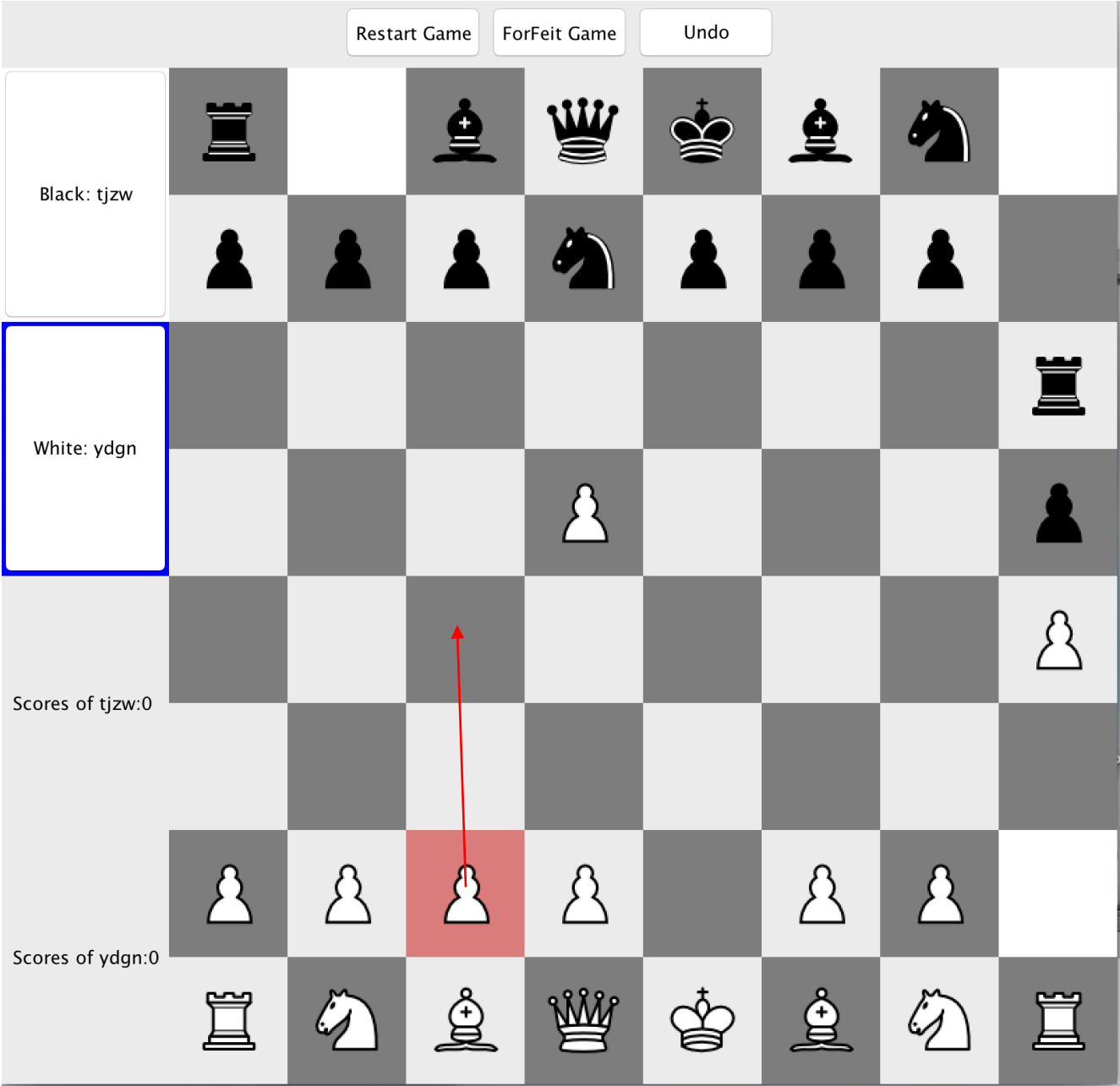


Figure.9

Then we move the black knight highlighted in Figure.10 along the direction indicated by the red arrow.

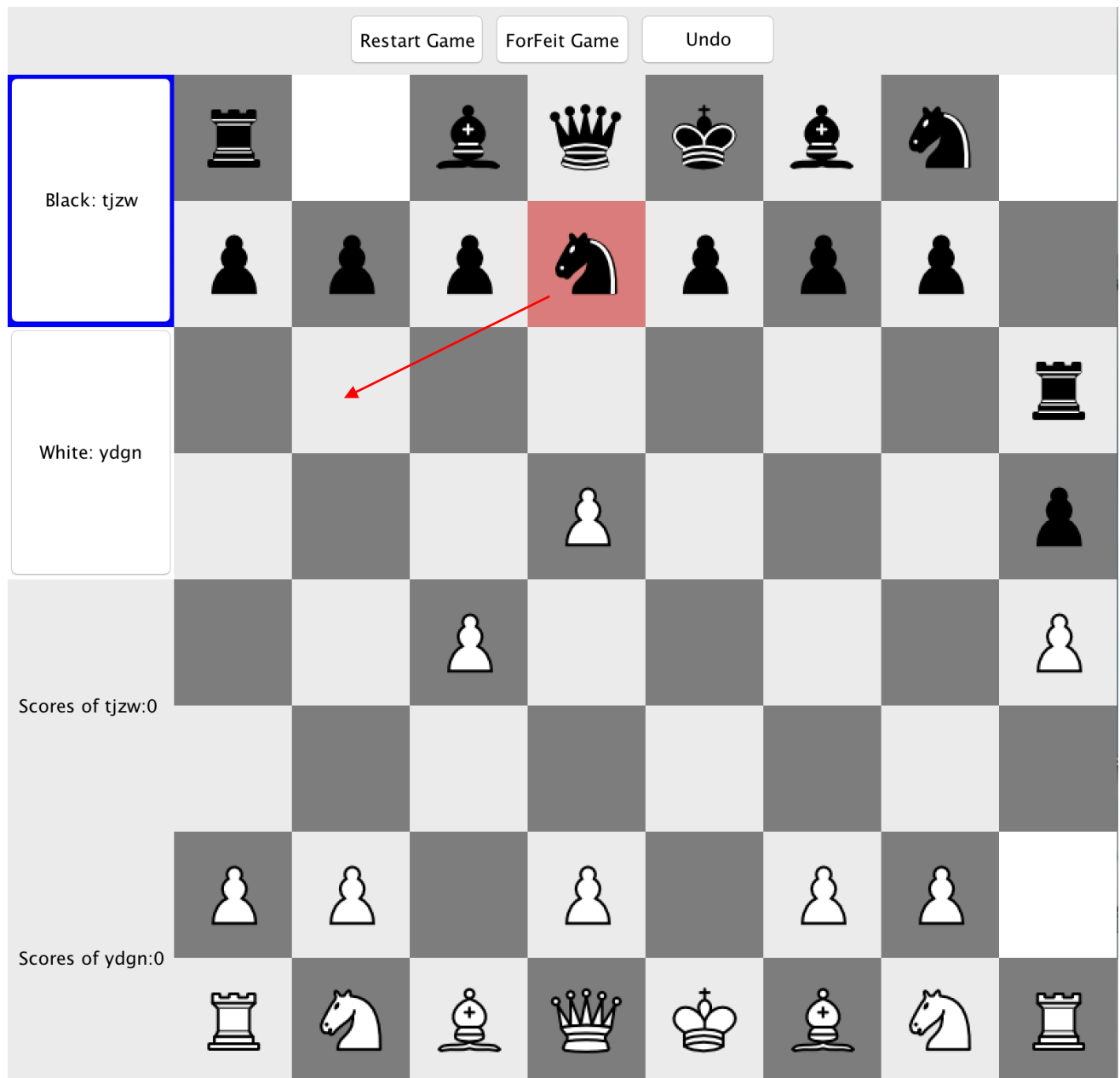


Figure.10

Then we move the white pawn highlighted in Figure.11 two step forward.

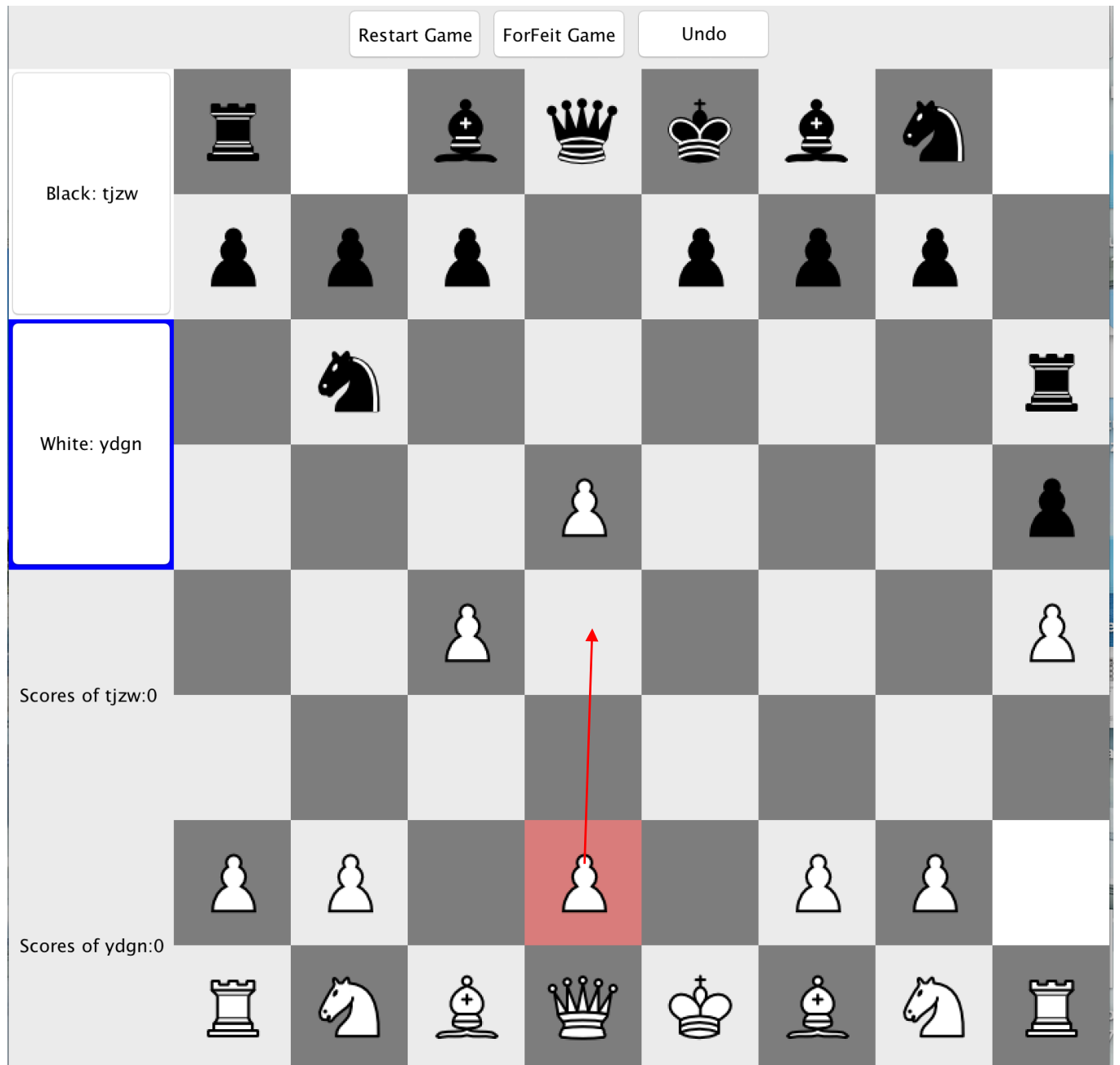


Figure.11

Then we move the black bishop highlighted in Figure.12 three step forward diagonally.

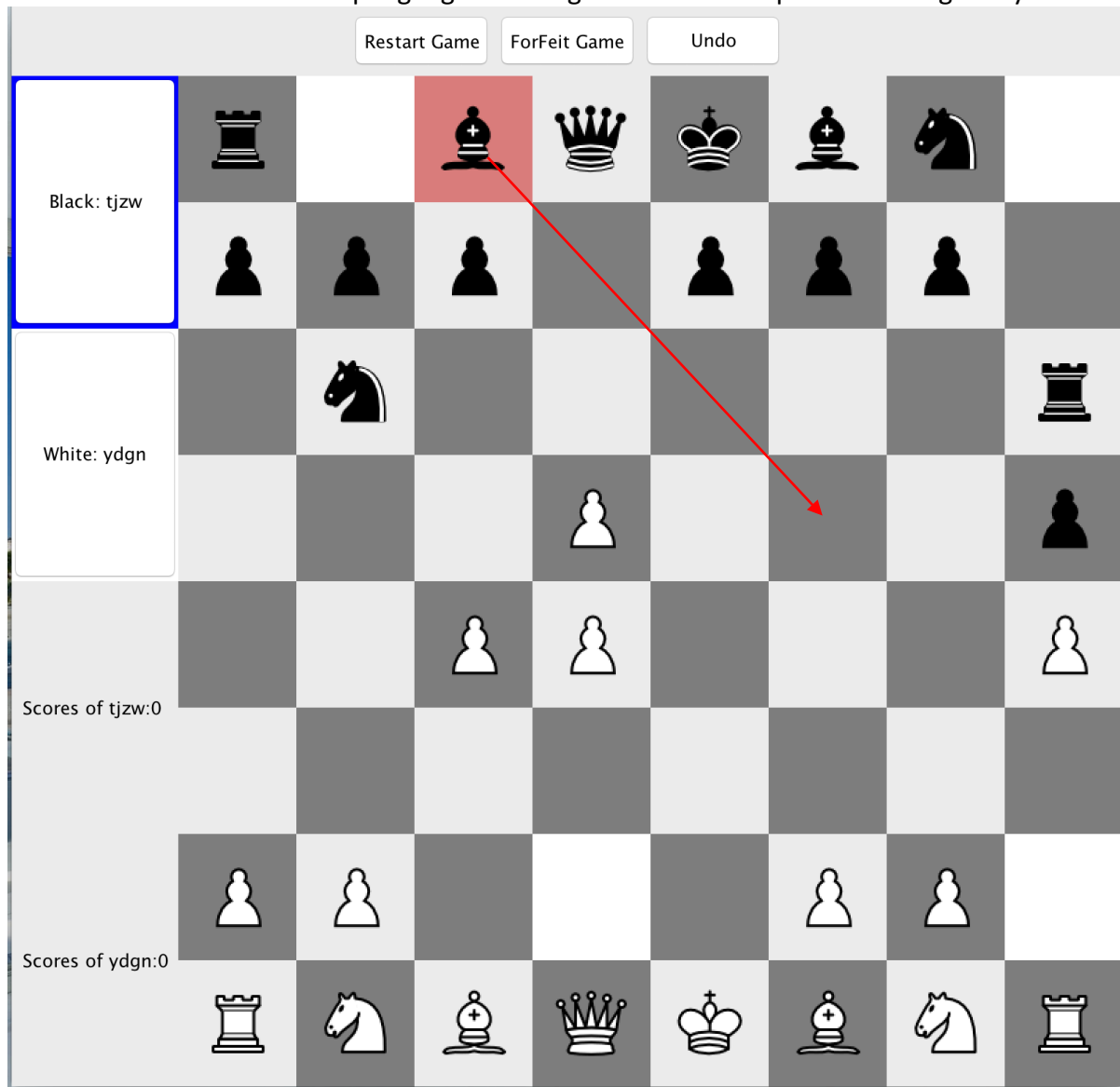


Figure.12

Then we move the white queen highlighted in Figure.13 two step forward.

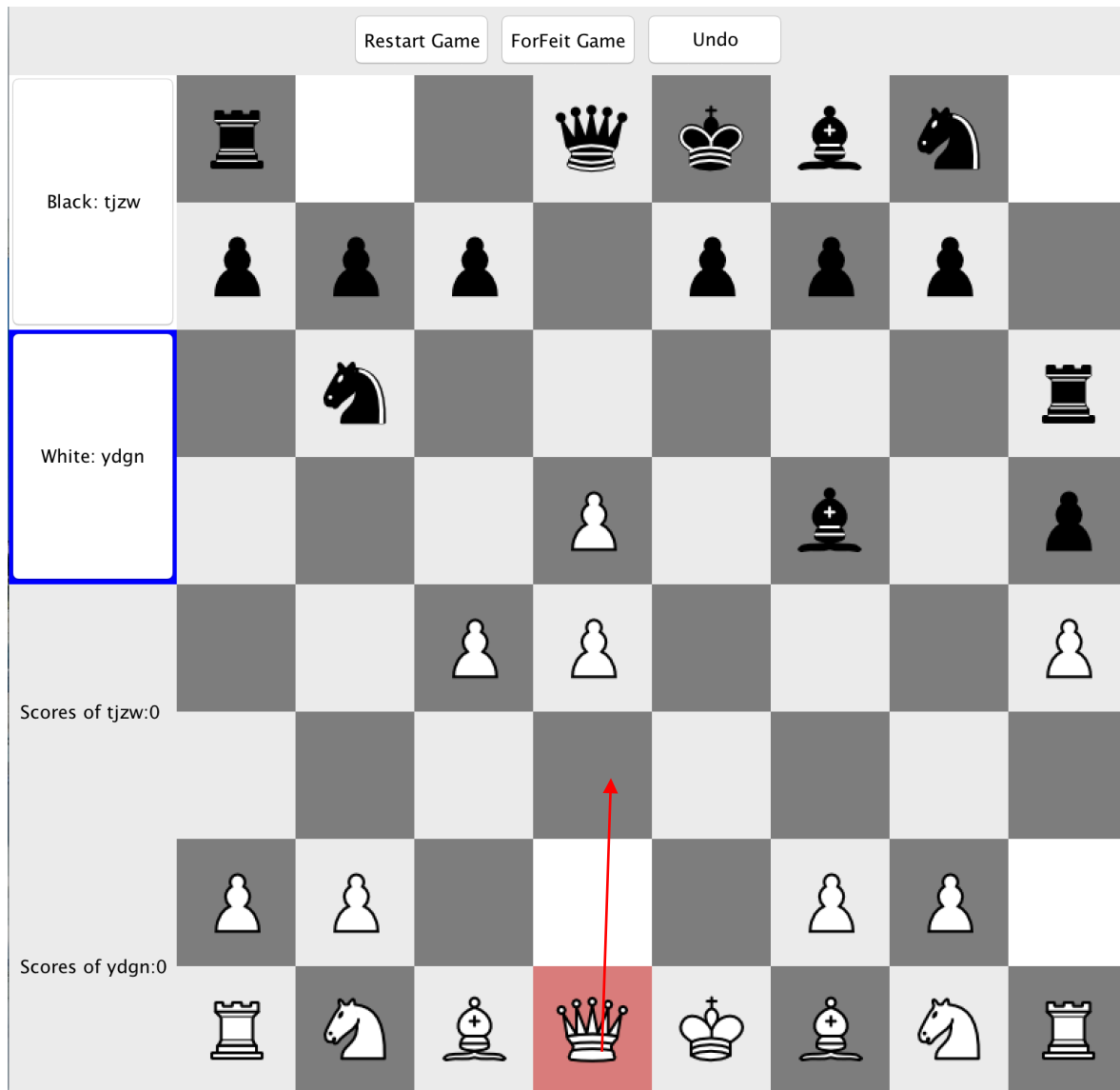


Figure.13

Then we move the black rook highlighted in Figure.14 three step towards left. Now white king is in check and a visual feedback is provided as shown in Figure.15.

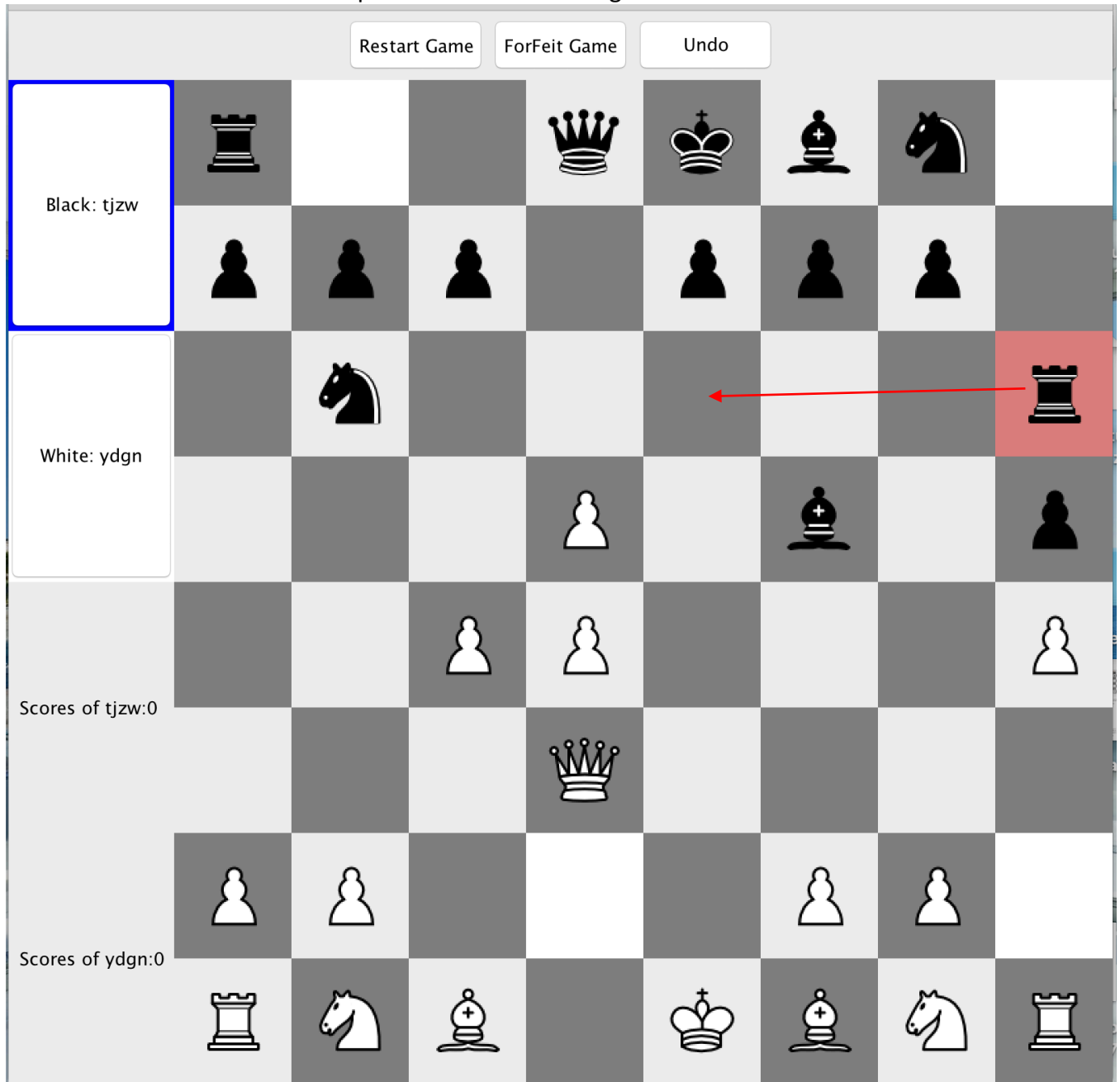


Figure.14



Figure.15

Then the score of the black player is incremented by 1 since white king is in check. Now we click Restart Game button, JOptionPane will pop up to ask if players agree to restart game(not shown in Figure.16). If both players agree, then every piece on board will be reset to its initial position(Figure.16), but the name and score of each player will not be changed.

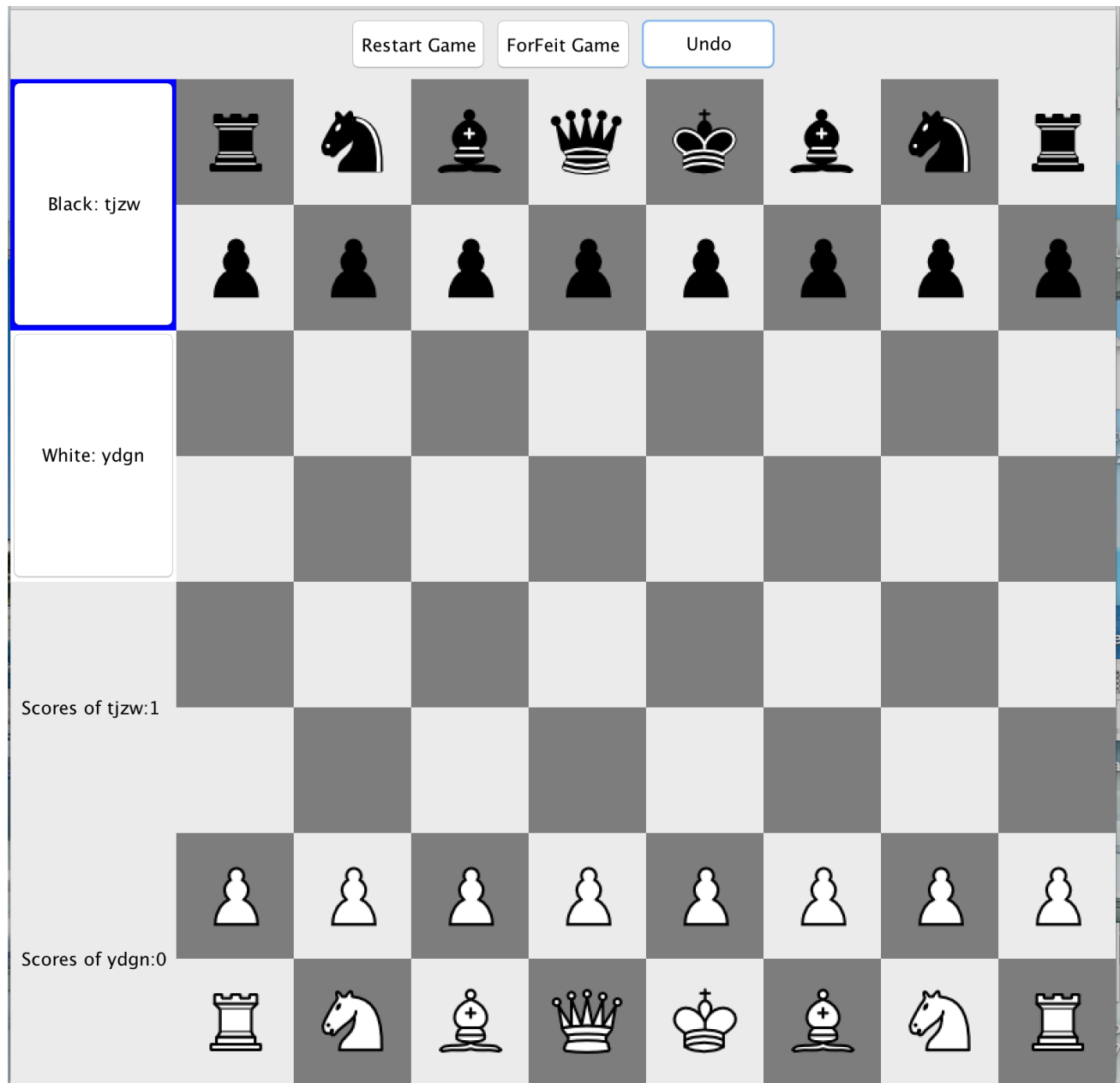


Figure.16

Then we move a few pieces in the restarted board, like we did through Figure.1-15. The move order is marked by number, with largest value indicated the most recent moved piece.

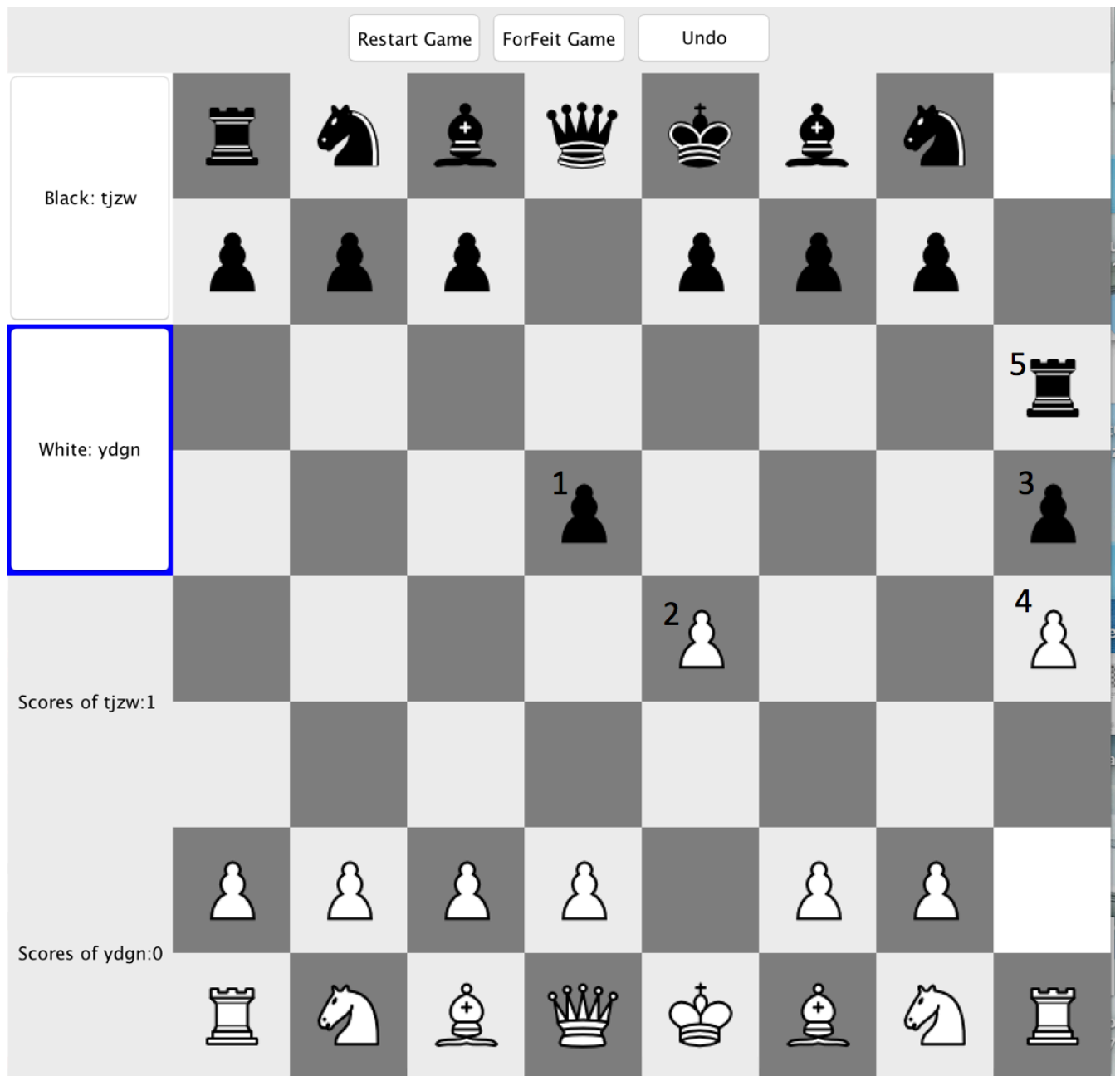


Figure.17

Then we click Undo, and the black rook returns to its previous position, as shown in Figure.18.

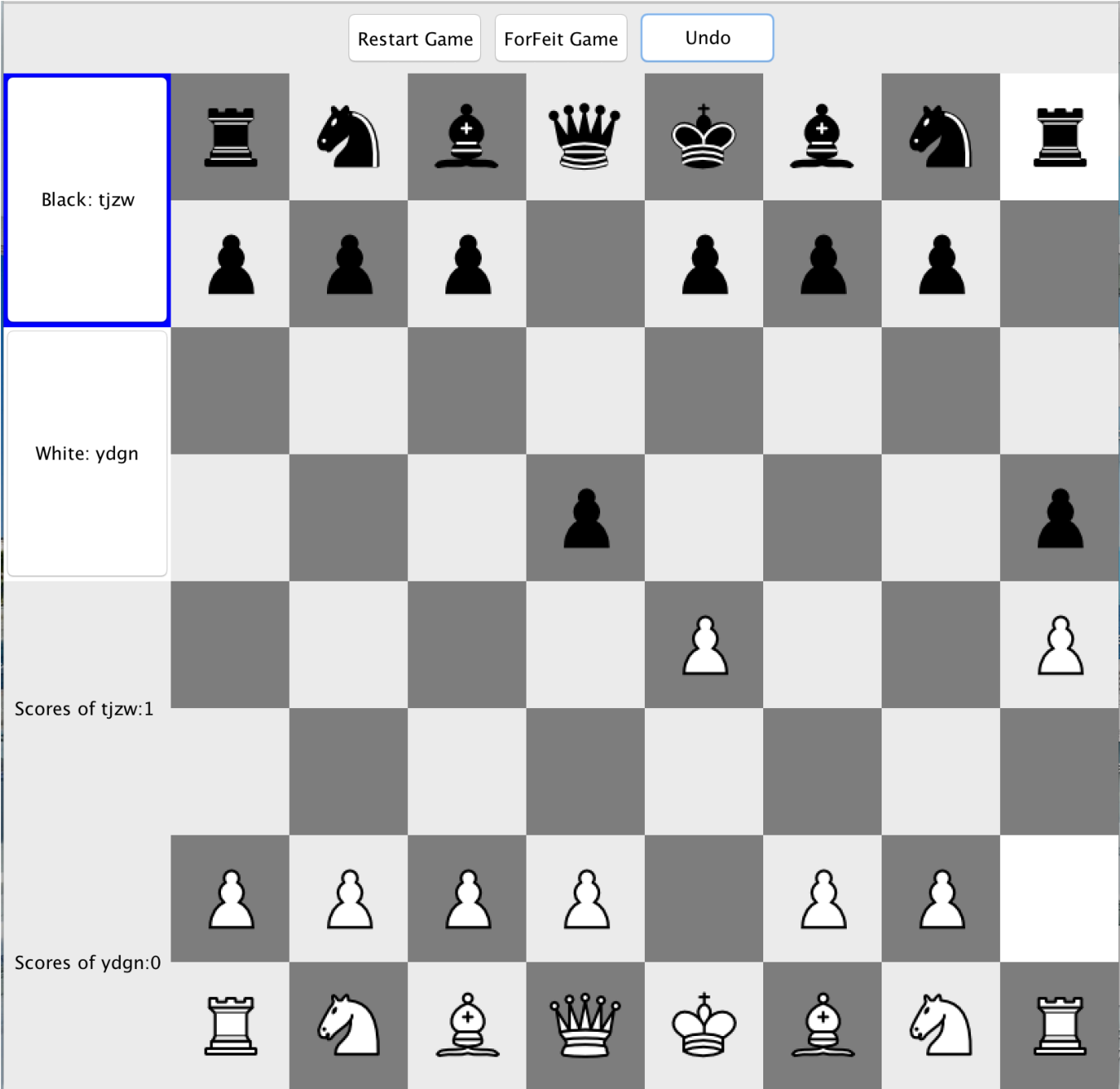


Figure.18

Then we click Undo again, now then white pawn marked as 4 in Figure 17 returns to its original position.

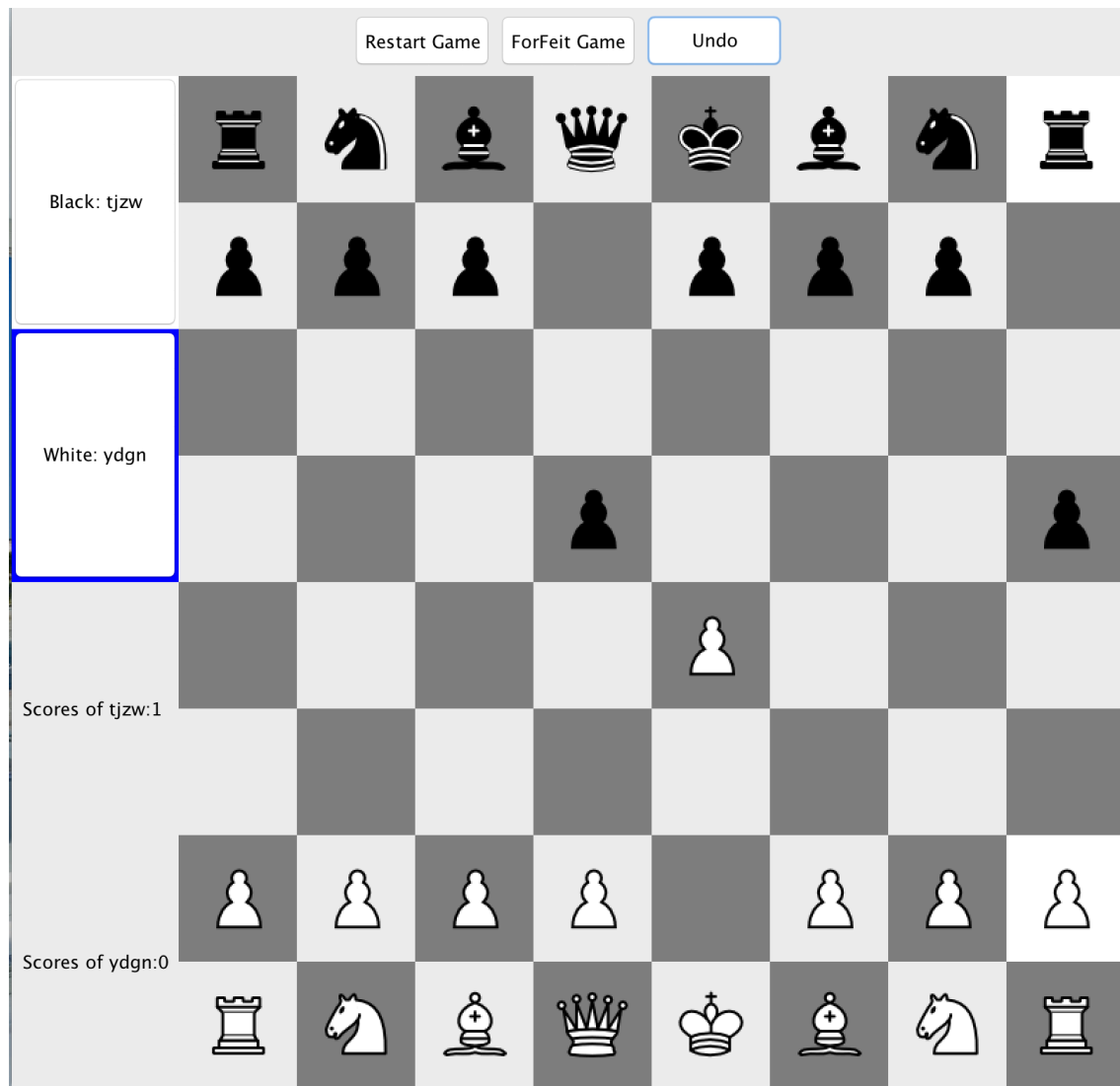


Figure.19

Finally, we click Forfeit Game Button, then the board will disappear and the java application will be exited.