Testing Document

This document will outline testing procedures for the Checkers game. When first starting the game, the user is shown a menu with two(2) options - both of which correspond to a method of board setup

1. PLAY
2. CUSTOM

1 PLAY

When the user clicks on PLAY, a standard 8x8 checkers board with all 24 pieces (12 white, 12 black) should be generated. To test this functionality click on the play button and verify the correct board has been generated.

2 CUSTOM

When the user clicks on CUSTOM, they will be prompted to enter positions for all of their pieces.

2.1 No Input

In the event that the user inputs nothing, the console will display an incorrect input message and prompt the user for a correct input

2.1.1 Test Cases

- Return Key

2.2 Input Incorrectly Formatted

In the event that the user inputs the piece information incorrectly, the console will display an appropriate incorrect input message and prompt the user for a correct input.

2.2.1 Test Cases

- c
- A1=e
- W=A1
- A1 = W
- A1 = KW
- 2=2
- =====
- !@**
- A(5-4)=W
- AA3=W
- A1=W, C1=B
- A1=W, C1=B
- G1=34,A7=B

2.3 Invalid Location - Not on Solid Square

In the event that the user inputs a location that corresponds to a light square instead of a solid square, the console will display an appropriate incorrect input message and prompt the user for a correct input

2.3.1 Test Cases

- A2=W
- B1=B
- C4=W
- F5=W
- H3=B

2.4 Invalid Location - Out Of Board Bounds

In the event that the user inputs a location that does not exist on the board, the console will display an incorrect input message and prompt the user for a correct input.

2.4.1 Test Cases

- A9=B
- B12=W
- I1=W
- J10=B

2.5 Too Many White Pieces

In the event that the user inputs too many white pieces (>12), the console will display an appropriate input message (along with how many pieces you inputted) and prompt the user for a correct input.

2.5.1 Test Cases

- A1=W,C1=W,E1=W,G1=W,A3=W,A5=W,A7=W,B8=W,B6=W,B4=W, B2=W,E1=W,E3=W
- E5=B,A1=W,C1=W,E1=W,G1=W,A3=W,A5=W,A7=W,B8=W,B6=W, B4=W,B2=W,E1=W,E3=W

2.6 Too Many Black Pieces

In the event that the user inputs too many black pieces (>12), the console will display an appropriate input message (along with how many pieces you inputted) and prompt the user for a correct input.

2.6.1 Test Cases

- A1=B,C1=B,E1=B,G1=B,A3=B,A5=B,A7=B,B8=B,B6=B,B4=B, B2=B,E1=B,E3=B
- A1=B,C1=B,E1=B,G1=B,A3=B,A5=B,A7=B,B8=B,B6=B,B4=B, B2=B,E1=B,E3=B,E5=W

2.7 Overlapping Pieces

In the event that the user inputs a location that is already filled with a piece, the previous piece will be overwritten by the new piece

2.7.1 Test Cases

- A1=B,A1=W
- A1=W,A1=WK
- A1=W,A3=B,A1=B,A3=W
- A1=W,A1=W

2.8 Accepted Board Configurations

In the event that the user inputs the correct format, the console will display a confirmation message and the custom game board will be generated

2.8.1 Test Cases

- A1=W
- a1=w
- A3=W,B2=B