Test Plan for Chess Game

Peter Krawiec (pwk2)

February 2020

1 Prerequisites

Tester should ideally be working in Eclipse IDE for Java Developers, version from December 2019.

Operating system used was Windows 10, however, this should maintain on MacOS or Linux provided correct Eclipse version and proper setup of testing environment.

2 Environment

Eclipse environment should be set up with JUnit 8 for unit testing path.

3 Operations

In order to test the game one must currently creating a Java script which will execute a while loop from which the player can feed commands into the game.

In order to start the game one must instantiate a new game object using its constructor. This should be done before the while loop.

Within the loop the user should feed commands to the instantiated game object using its public member function 'move', this takes a player color, initial coordinates and final coordinates by which to move the piece. This function will return True or False depending on whether the game logic deems the move legal or not. Following this the command line interface should output a new updated one with the according pieces in their positions afterwards. This methodology can be used to test any number of things within the chess game and should serve as a framework for testing.

4 Error Messsages

The public function 'move' returns True or False depending on whether or not the game deemed the move legal and executed it.