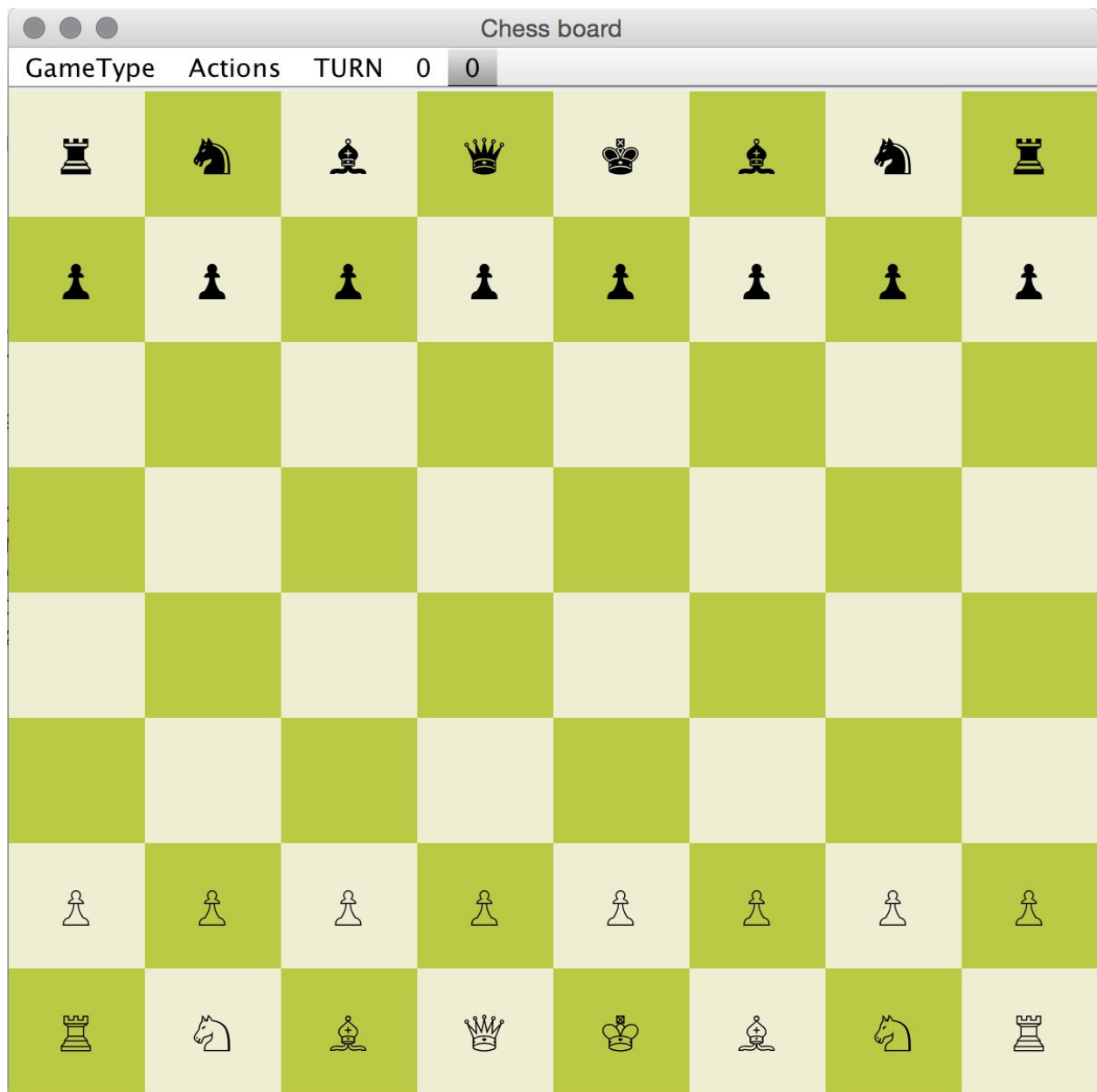


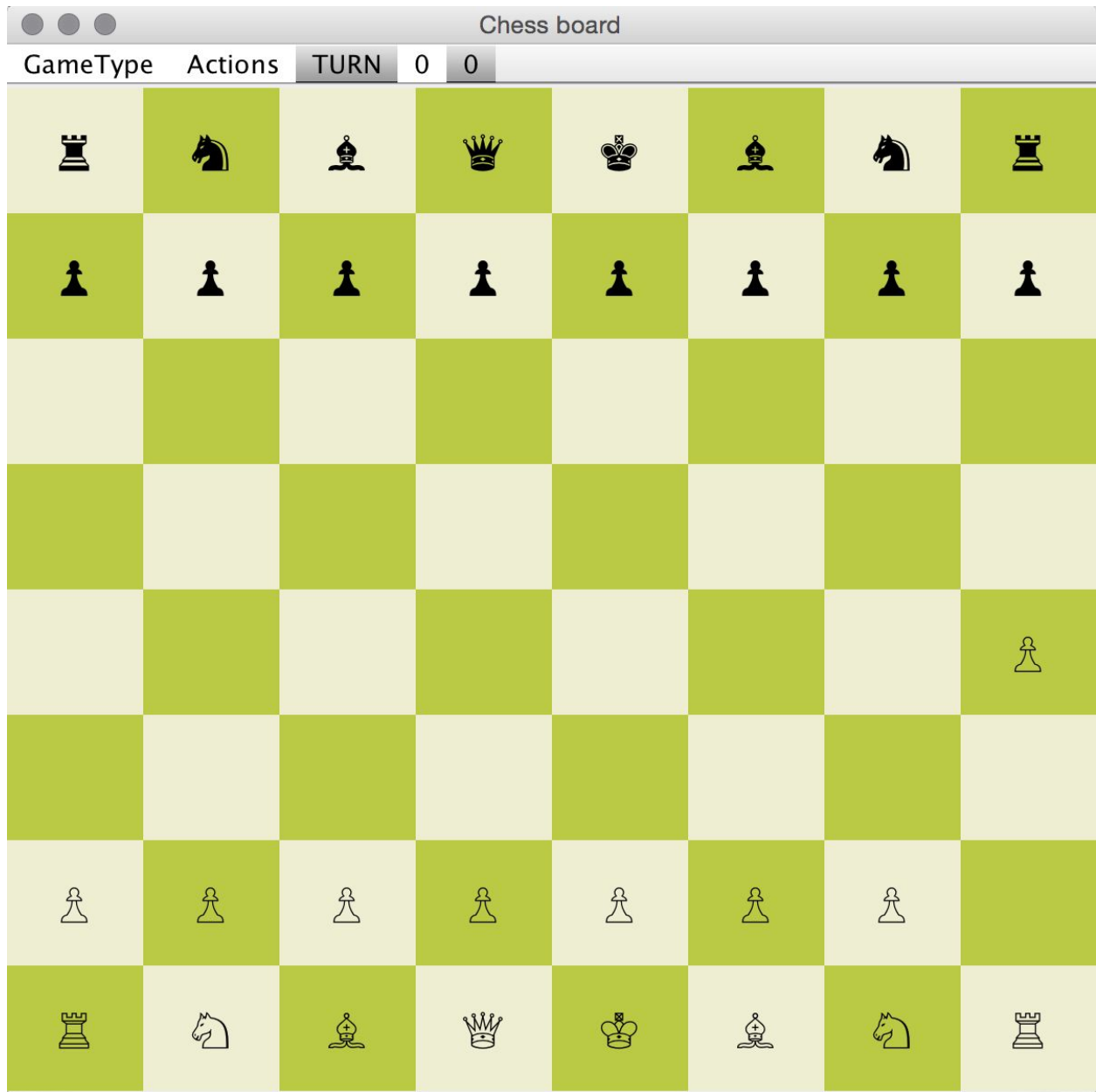
Manual Test plan:



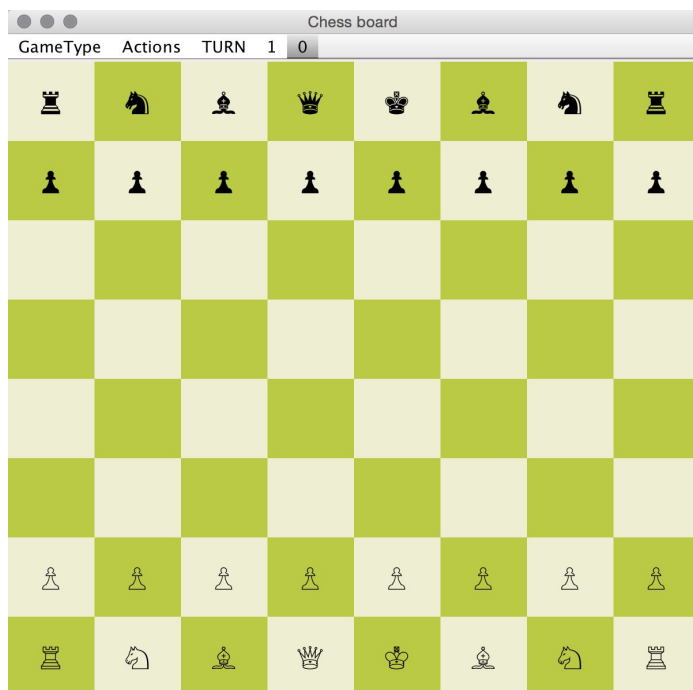
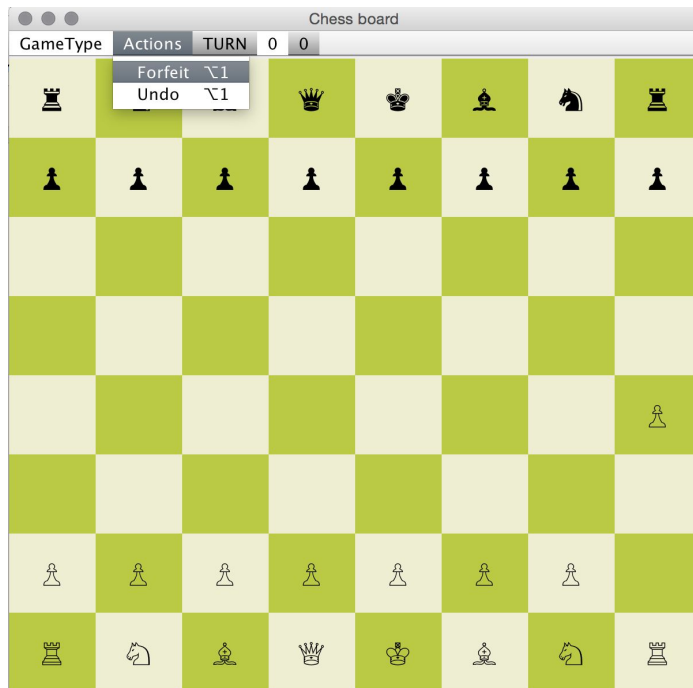
Run Game.java, the game should start with the normal setup, and check that all the pieces are in their correct places. Tilings are correctly colored. It should look as pictured above.

Confirm that the pieces move as specified by trying to move them to valid and invalid positions.

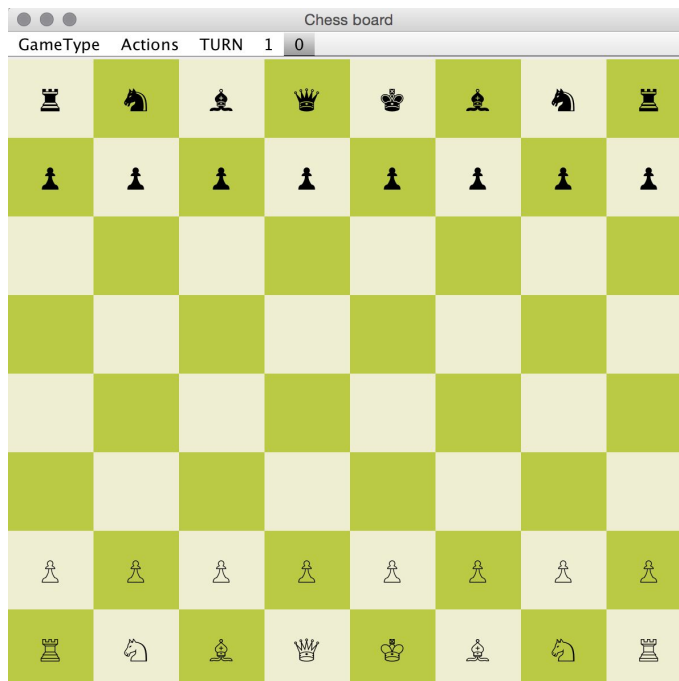
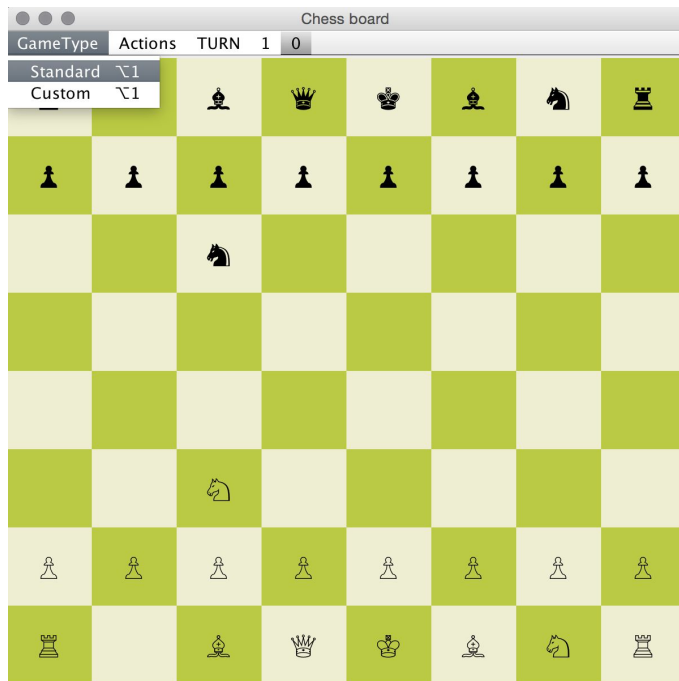
After the White player moves, the turn button should change color from white to black indicating that its the Black player's turn.



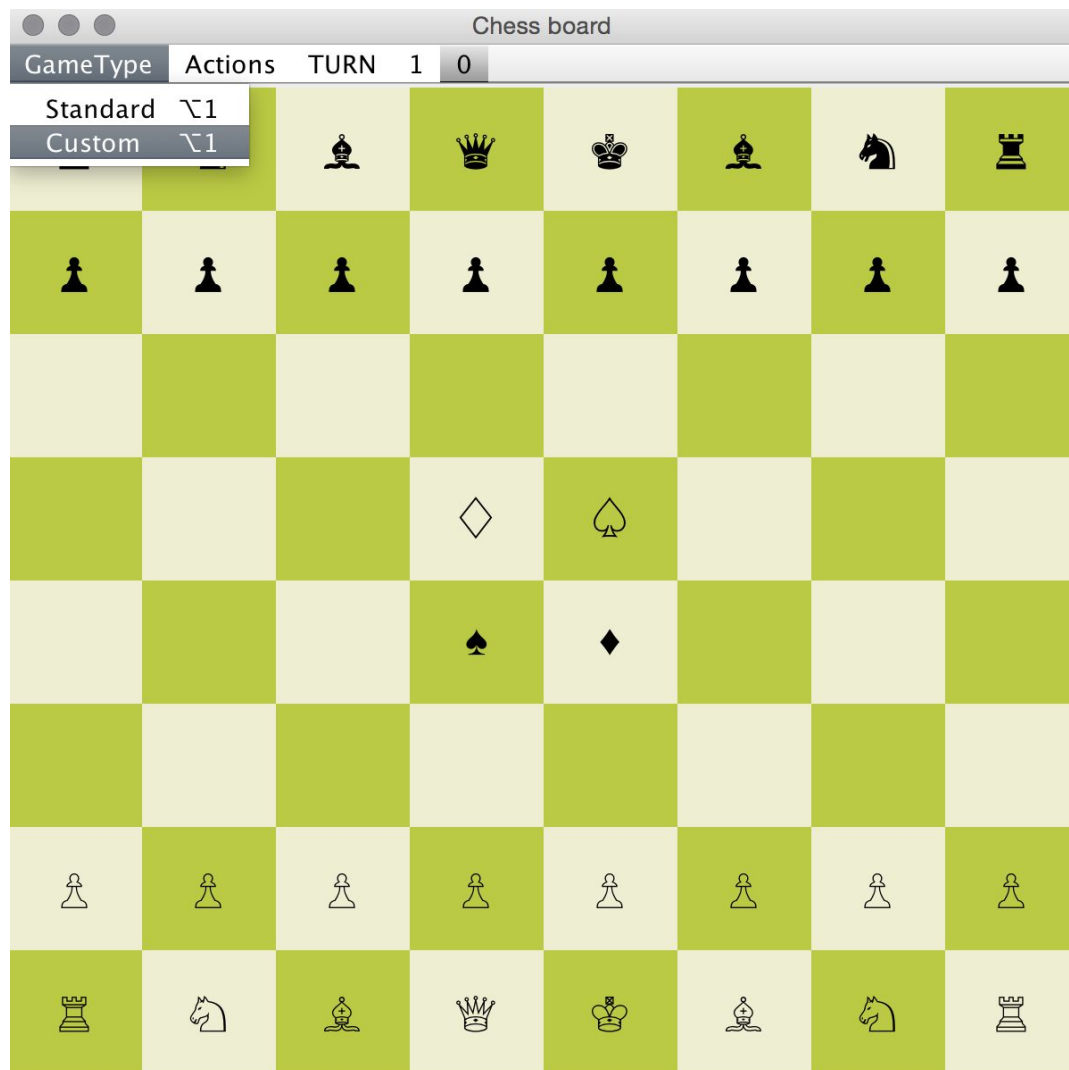
Check that the actions tab open up, and try the forfeit button. If black player is forfeiting, then white's score should increment.



Check that the GameType tab works, and try the Standard button which restarts the game in the standard setup. Score should remain unchanged.



Try the Custom game setup.



Confirm that the custom pieces move as specified by trying to move them to valid and invalid positions.

Check that they are able to put the King in Check, check that they can capture pieces.

Make the following moves:

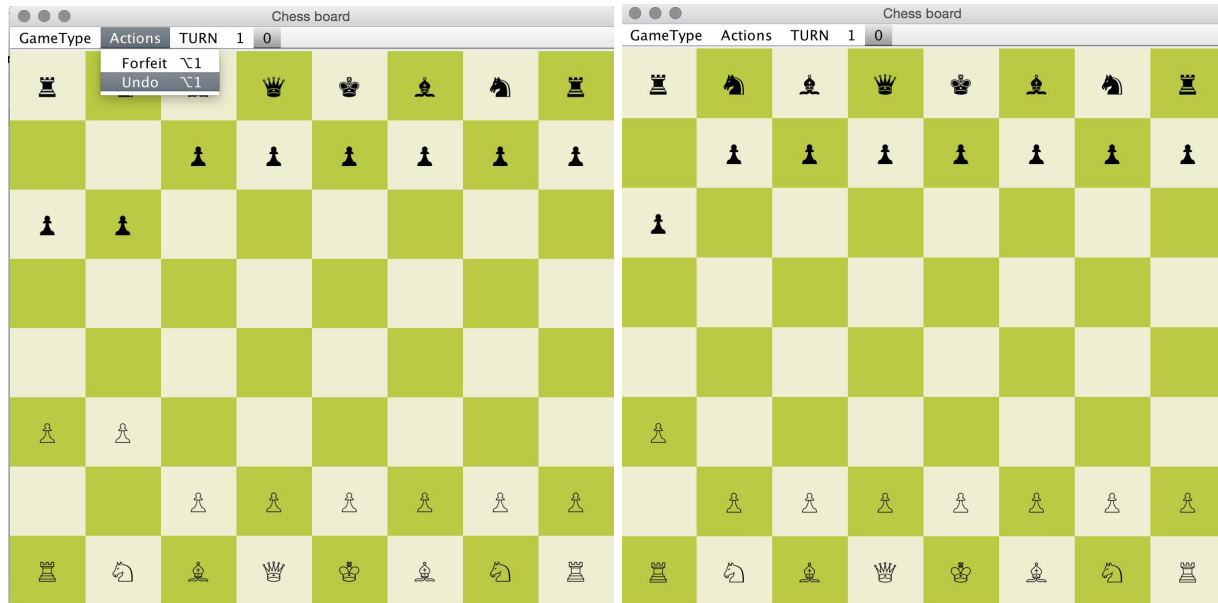
W: B1-C1

B: G1-F1

W: B2-C2

B: G2-F2

Then try the undo feature. It should go back two moves so that it is the same player's turn as the one who requests the undo, and you shouldn't be able to undo any further back.



The board state should be

W: B1-C1

B: G1-F1