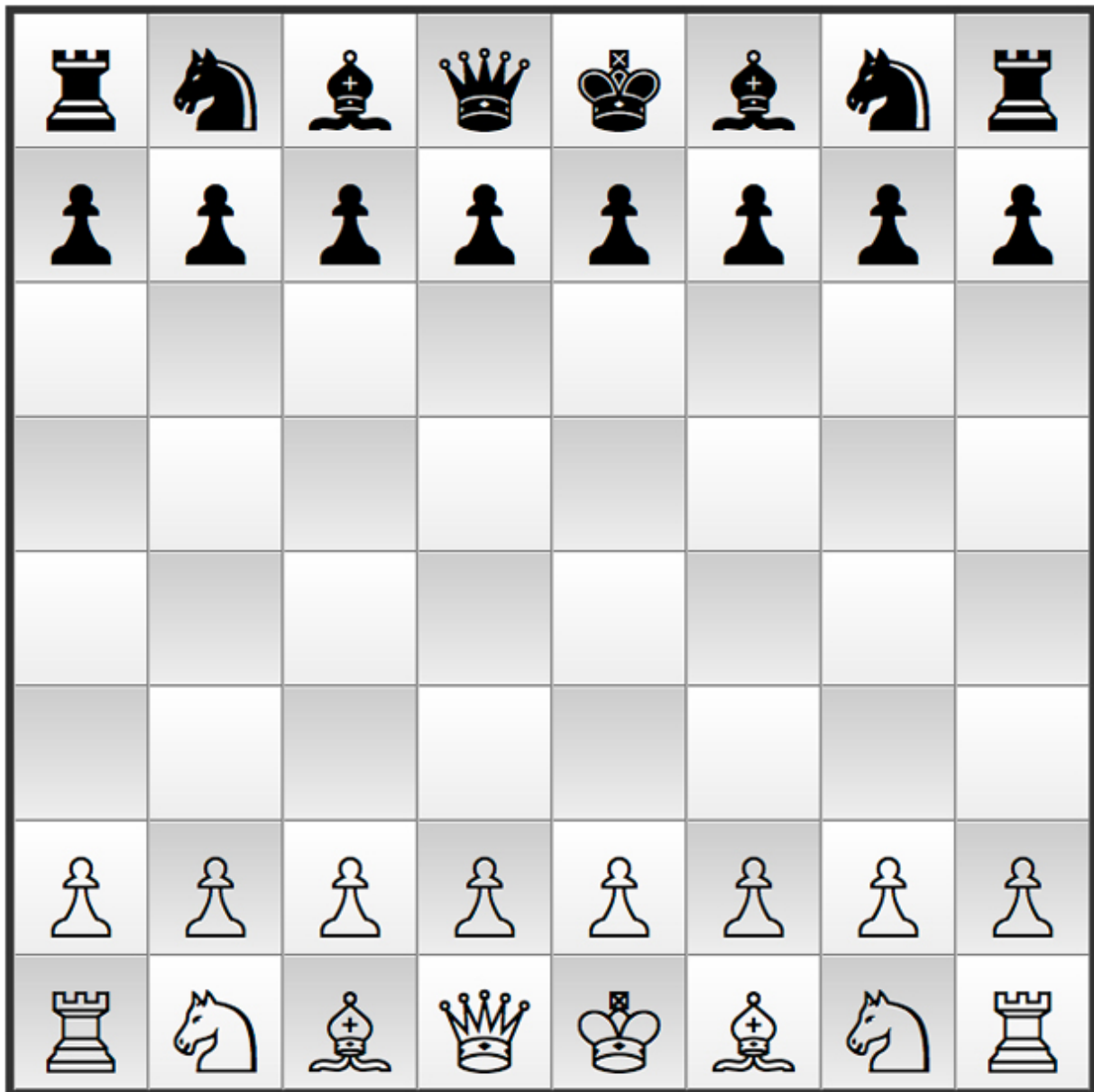


To start my manual testing for the gui for my chess application, I would like to propose the final layout of my chess board:



Currently the pieces are being displayed correctly, but the 2-dimensional grid is not being rendered correctly. I am missing the colors of the tiles and the distinction between the separate tiles, i.e., borders between tiles are not correctly rendered.

I think this is arising due to the boundaries of the JButtons not being layered correctly.

My board currently looks like:



I would follow the following guidelines for complete manual GUI testing:

1.1 COLORS

- 1.1.1 Are hyperlink colors standard?
- 1.1.2 Are the field backgrounds the correct color?
- 1.1.3 Are the field prompts the correct color?
- 1.1.4 Are the screen and field colors adjusted correctly for non-editable mode?
- 1.1.5 Does the site use (approximately) standard link colors?
- 1.1.6 Are all the buttons are in standard format and size?
- 1.1.7 Is the general screen background the correct color?
- 1.1.8 Is the page background (color) distraction free?

1.2 CONTENT

Source: <http://www.geekinterview.com/talk/18958-manual-ui-testing-criterias.html>

- 1.2.1 All fonts to be the same
- 1.2.2 Are all the screen prompts specified in the correct screen font?
- 1.2.3 Does content remain if you need to go back to a previous page, or if you move forward to another new page?
- 1.2.4 Is all text properly aligned?
- 1.2.5 Is the text in all fields specified in the correct screen font?
- 1.2.6 Is all the heading are left aligned
- 1.2.7 Does the first letter of the second word appears in lowercase? Eg:

1.3 IMAGES

- 1.3.1 Are all graphics properly aligned?
- 1.3.2 Are graphics being used the most efficient use of file size?
- 1.3.3 Are graphics optimized for quick downloads?
- 1.3.4 Assure that command buttons are all of similar size and shape, and same font & font size.
- 1.3.5 Banner style & size & display exact same as existing windows
- 1.3.6 Does text wrap properly around pictures/graphics?
- 1.3.7 Is it visually consistent even without graphics?

1.4 INSTRUCTIONS

- 1.4.1 Is all the error message text spelt correctly on this screen?
- 1.4.2 Is all the micro-help text(i.e tool tip) spelt correctly on this screen?
- 1.4.3 Microhelp text(i.e tool tip) for every enabled field & button
- 1.4.4 Progress messages on load of tabbed(active screens) screens

1.5 NAVIGATION

- 1.5.1 Are all disabled fields avoided in the TAB sequence?
- 1.5.2 Are all read-only fields avoided in the TAB sequence?
- 1.5.3 Can all screens accessible via buttons on this screen be accessed correctly?
- 1.5.4 Does a scrollbar appear if required?
- 1.5.5 Does the Tab Order specified on the screen go in sequence from Top Left to bottom right?
This is the default unless otherwise specified.
- 1.5.6 Is there a link to home on every single page?
- 1.5.7 On open of tab focus will be on first editable field
- 1.5.8 When an error message occurs does the focus return to the field in error when the user cancels it?

1.6 USABILITY

- 1.6.1 Are all the field prompts spelt correctly?

Source: <http://www.geekinterview.com/talk/18958-manual-ui-testing-criterias.html>

- 1.6.2 Are fonts too large or too small to read?
- 1.6.3 Are names in command button & option box names are not abbreviations.
- 1.6.4 Assure that option boxes, option buttons, and command buttons are logically grouped together in clearly demarcated areas "Group Box"
- 1.6.5 Can the typical user run the system without frustration?
- 1.6.6 Do pages print legibly without cutting off text?
- 1.6.7 Does the site convey a clear sense of its intended audience?
- 1.6.8 Does the site have a consistent, clearly recognizable "look-&-feel"?
- 1.6.9 Does User cab Login Member Area with both UserName/Email ID ?
- 1.6.9 Does the site look good on 640 x 480, 600x800 etc.?
- 1.6.10 Does the system provide or facilitate customer service? i.e. responsive, helpful, accurate?
- 1.6.11 Is all terminology understandable for all of the site's intended users?