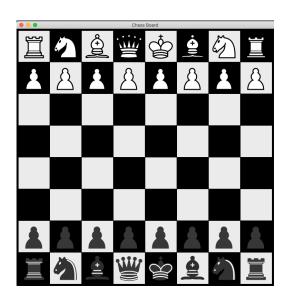Russell Seligmann

Java Chess Board Test Plan

1.). Initiate Game

Expected: All Pieces should be on board

Actual:

2.) Move Piece

Expected: Piece vacates old spot and appears in new spot

3.) Take Piece

Expected: Taken Piece disappears, new Piece takes spot

4.) Check

Expected: When a player's king is in danger, show Check somewhere on the board

5.) Win condition

Expected: When King is dead, end game, ask if want to play another game, increment

games lost and games won for respective players.