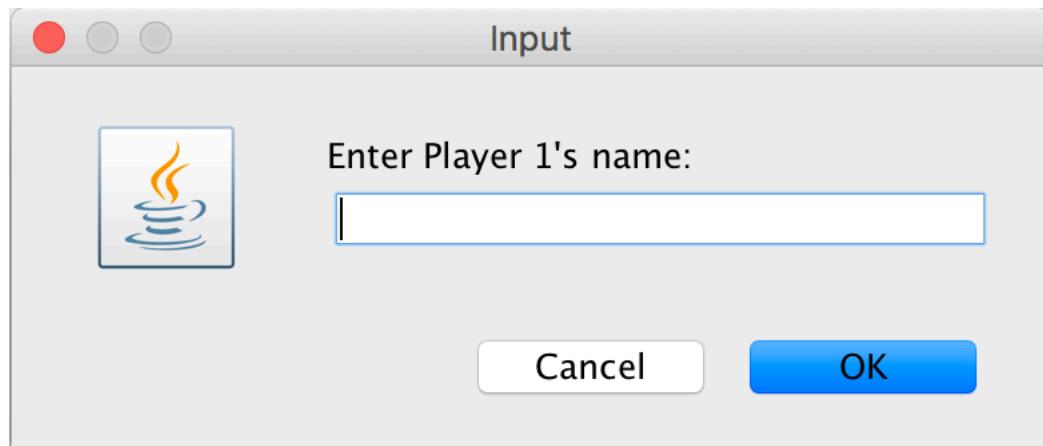


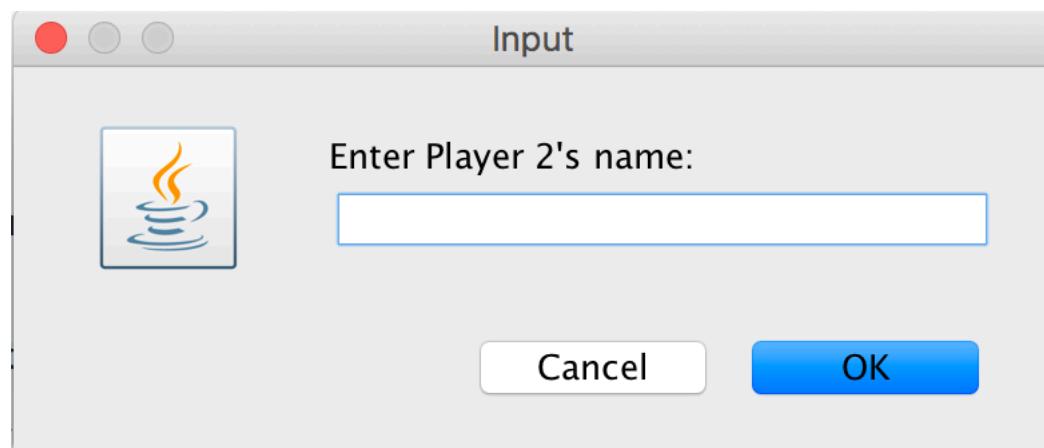
- Upon opening the Chess application, the user should see this window which asks for the first player's name:



- You should be able to insert the name:



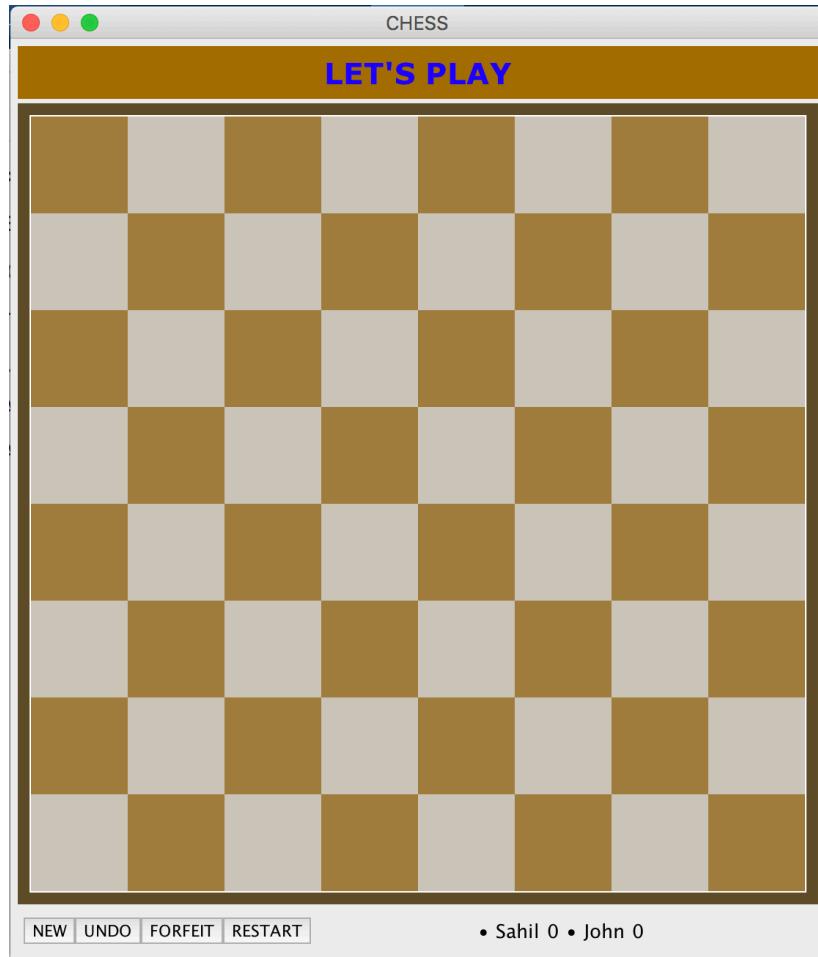
- Pressing "OK" should bring up a similar prompt asking for player 2's name:



4. You should be able to insert player 2's name just like player 1.

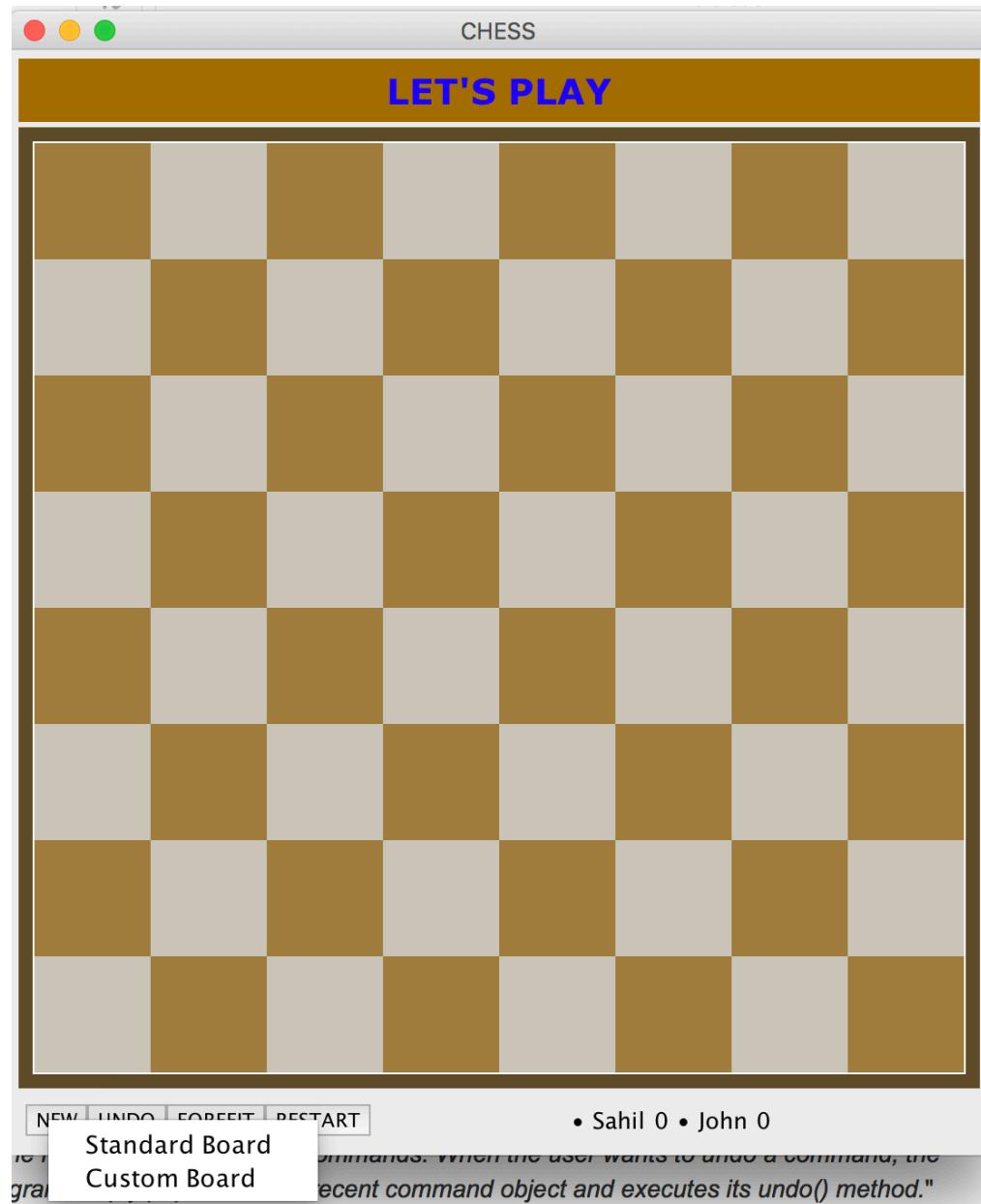


5. Pressing "OK" should bring up this:

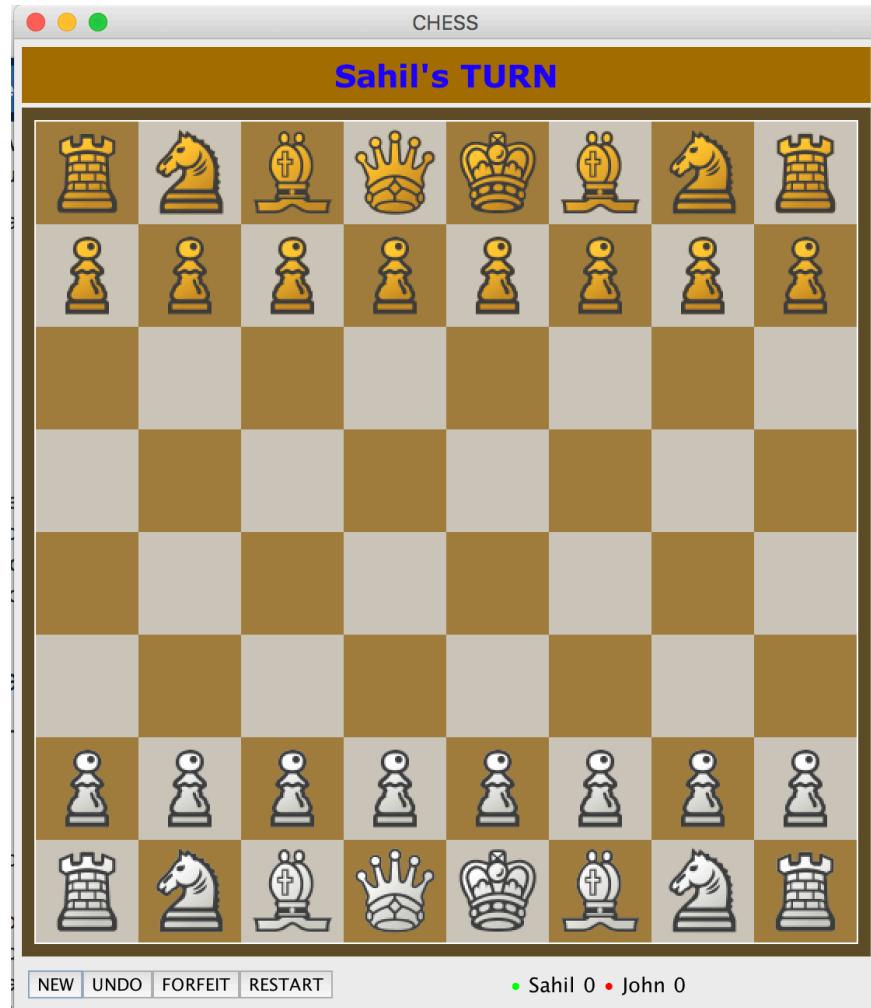


Ensure that the names are displayed correctly, that the scores are 0 and status icons are not lit up for either player.

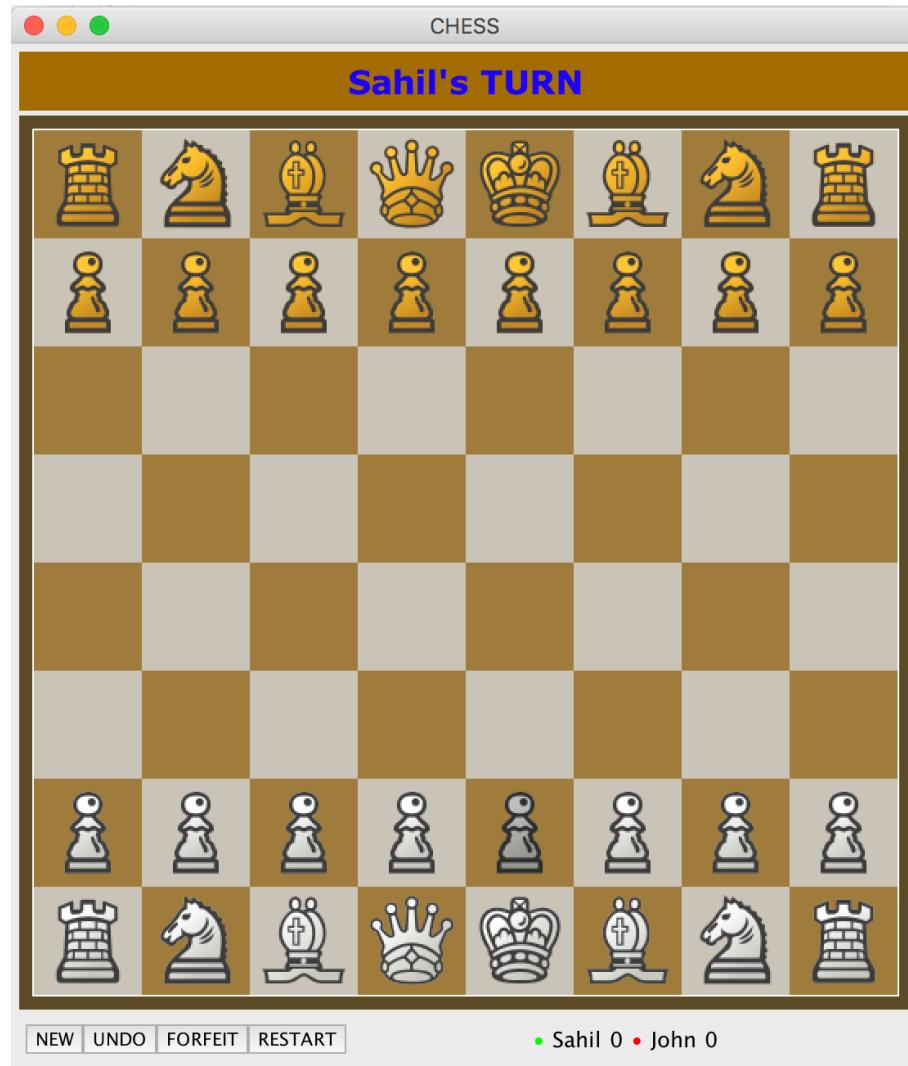
6. Pressing “NEW” should bring up two options of chess board types to set up.



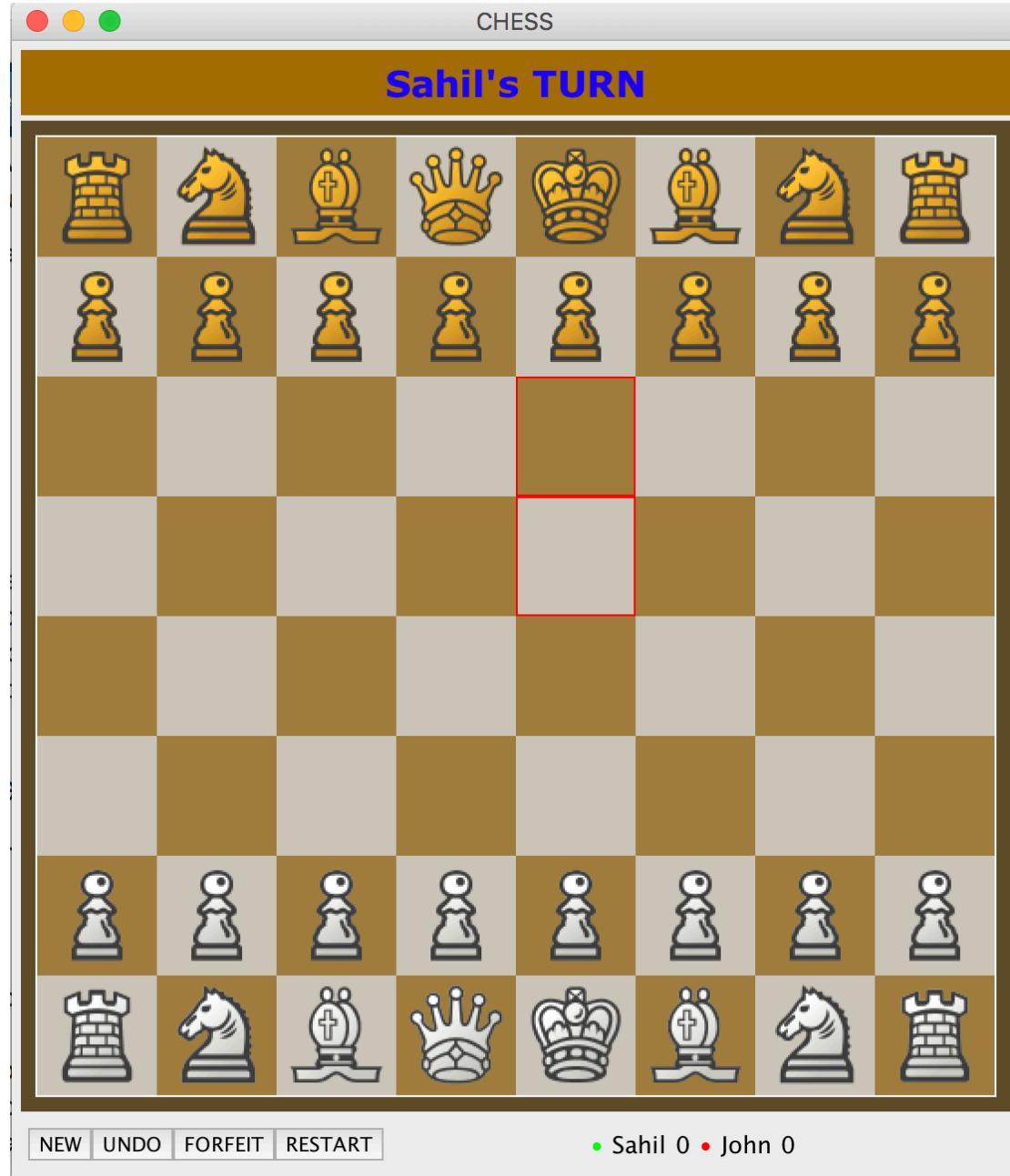
7. Selecting “Standard Board” should bring up the following board. Ensure that the status at the top reads “Sahil’s TURN” and that the status icon for Sahil is green (indicating it’s his turn) and the status icon for John is red.



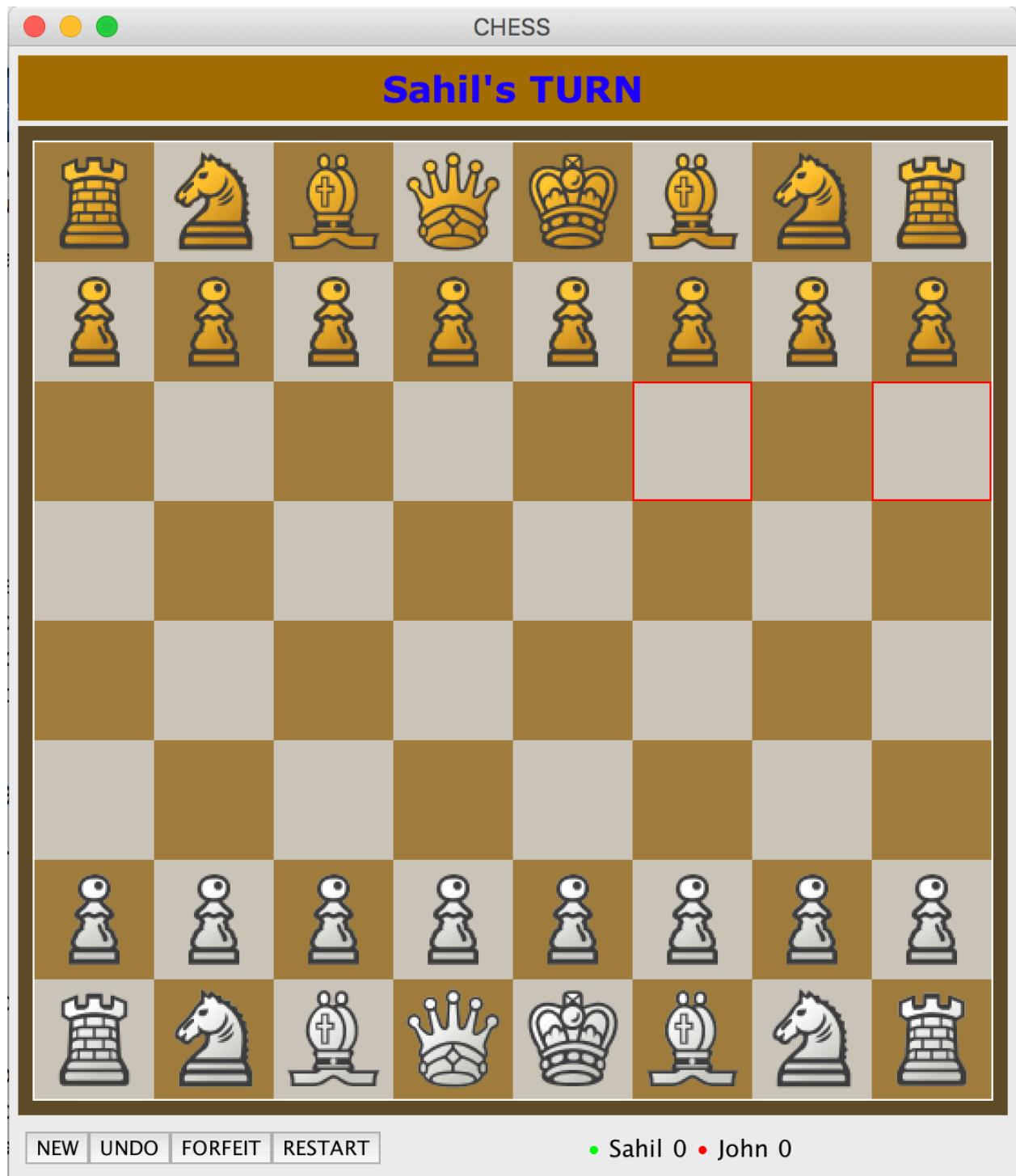
8. Ensure that you cannot move the opponent's pieces (by clicking one of their pieces and making sure no possible moves show up, the opposition's pawn in this case).



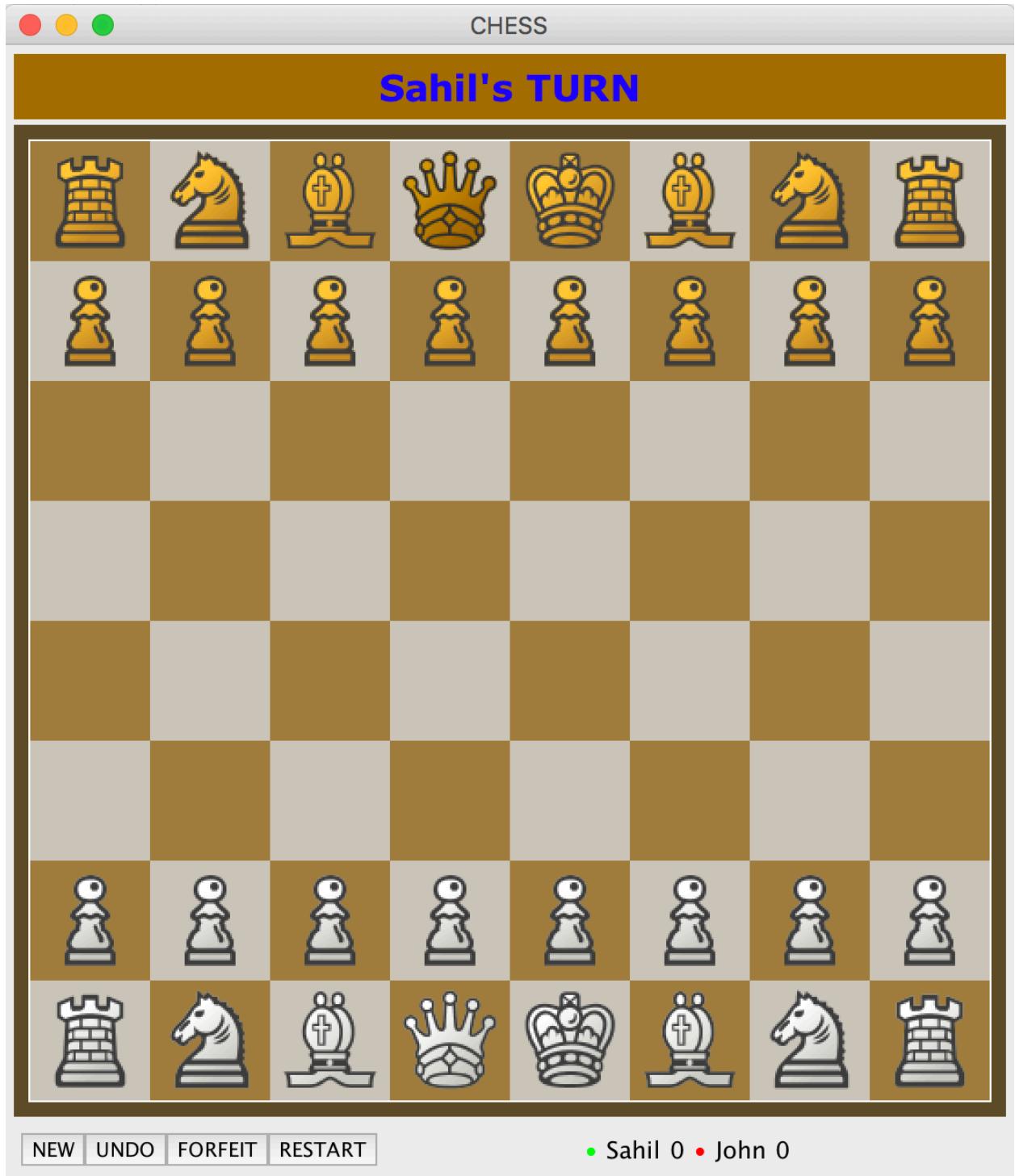
9. Clicking on your pawn should highlight (put a red boundary around) its possible moves.



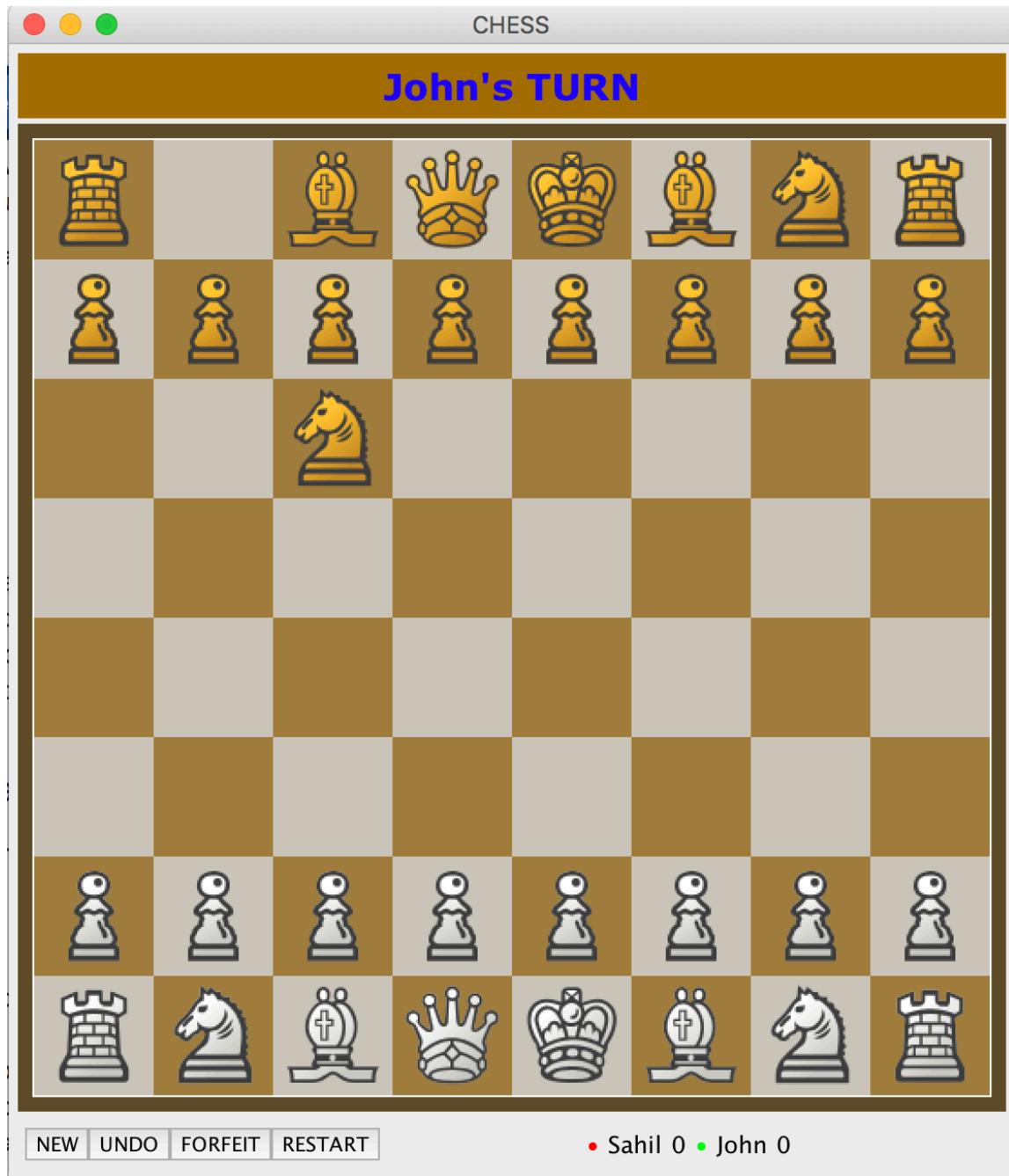
10. Same for the knight. Also make sure that the pawn's possible moves are no longer highlighted when the knight or any other button is touched.



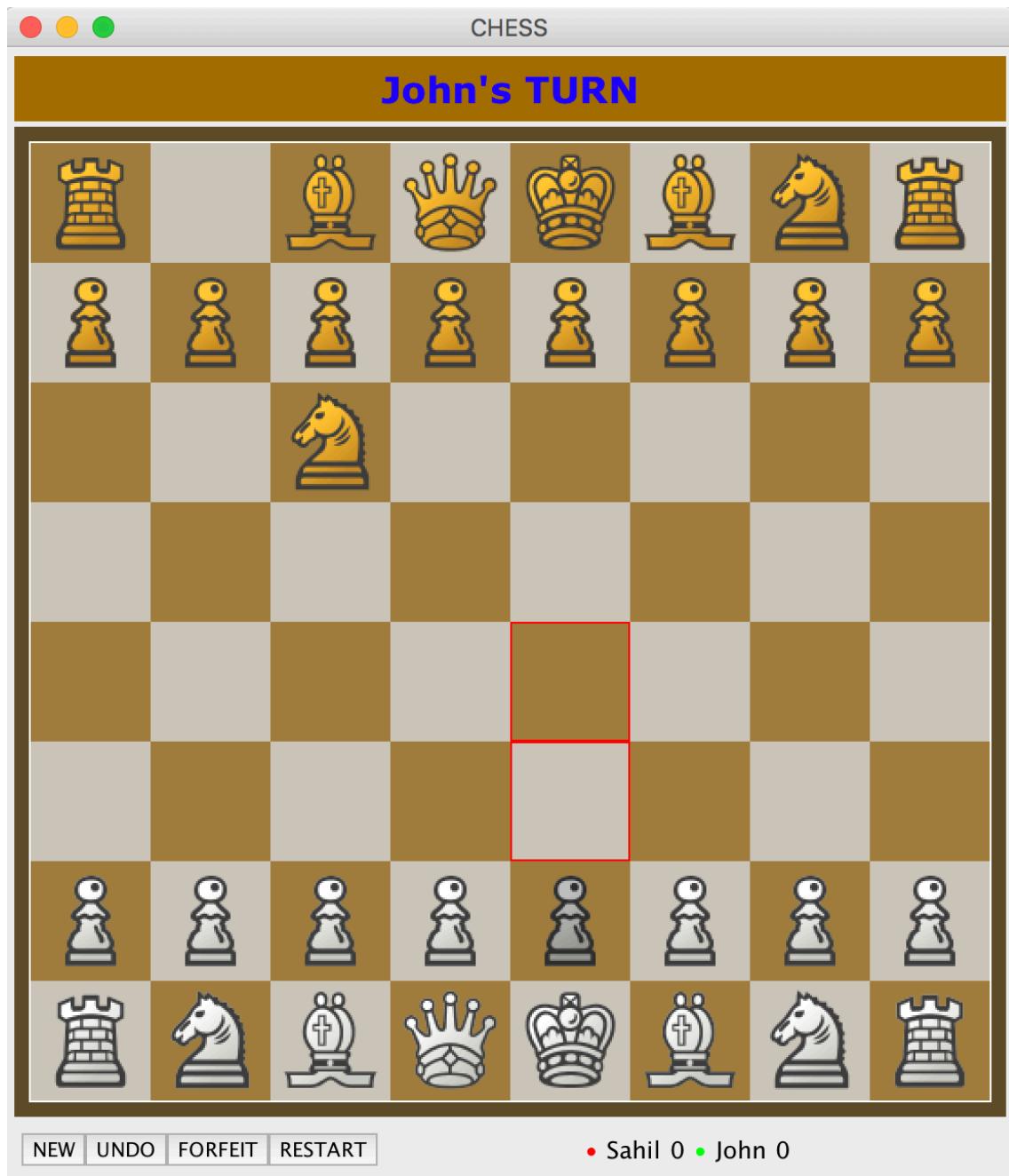
11. Make sure there are no possible moves for the Queen in the starting formation.



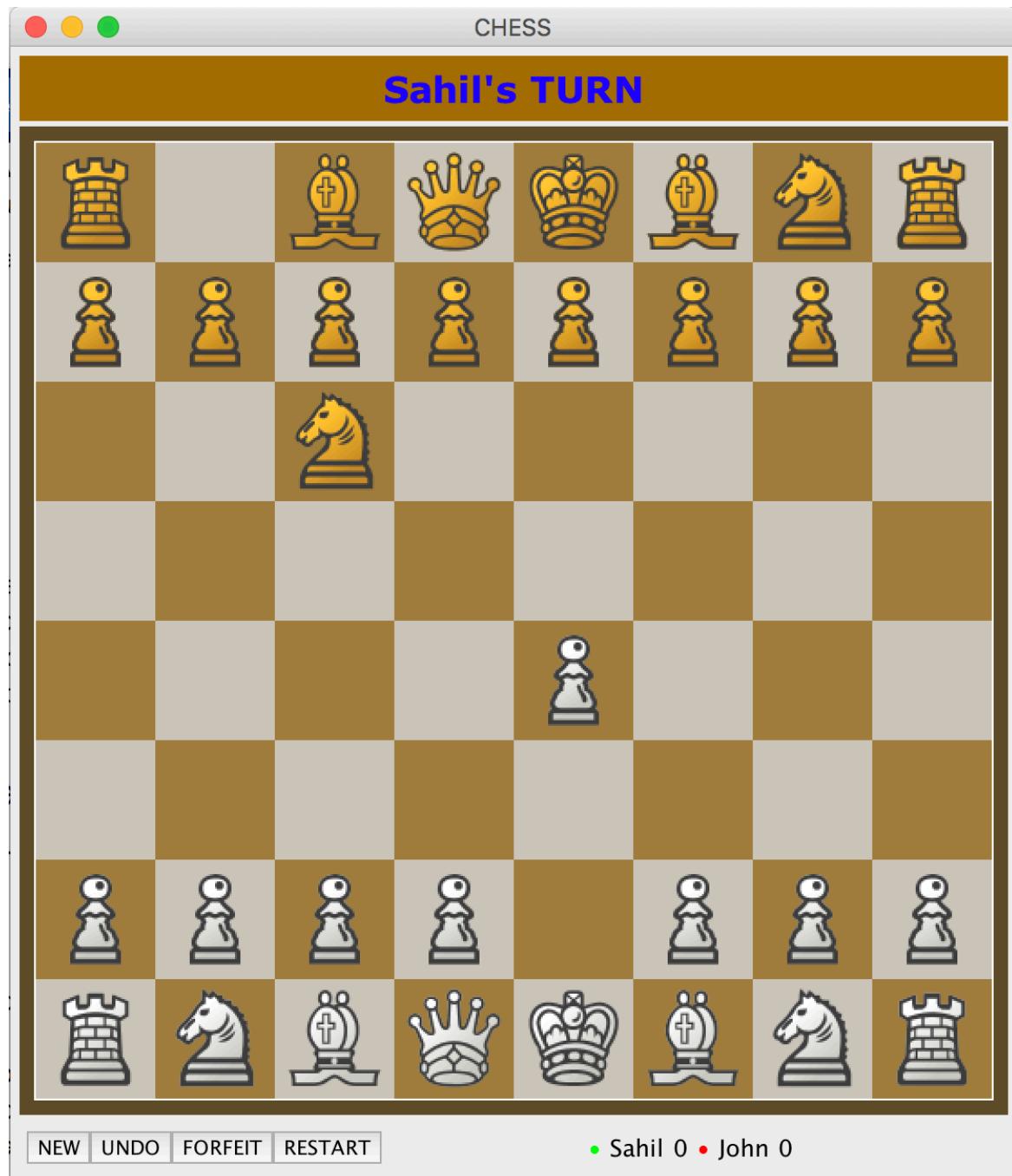
12. Move your knight. This should pass the turn to John. Ensure that the status panel and the status icon are properly updated to reflect change in turn.



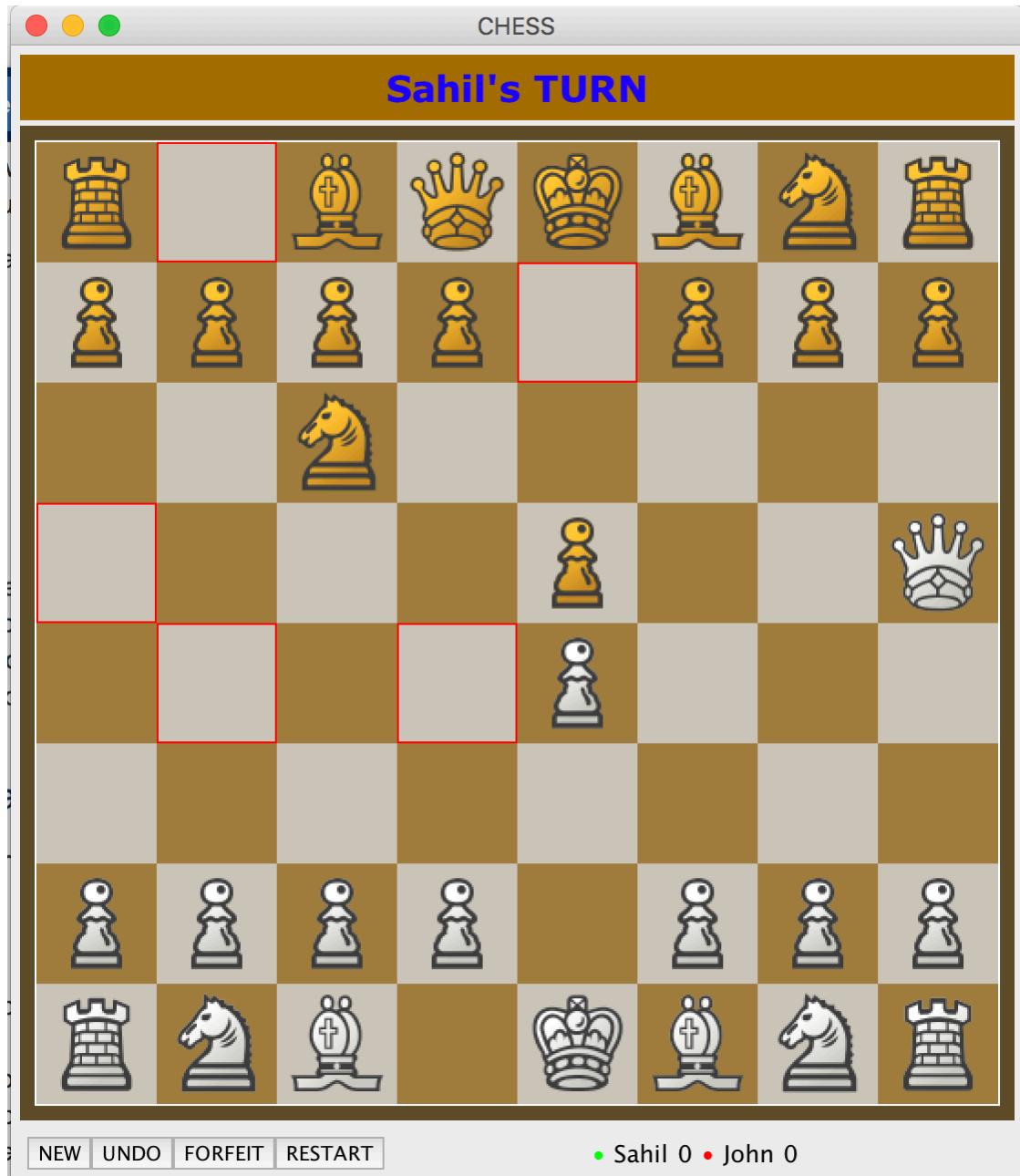
13. Ensure that John's pieces' possible moves are correctly highlighted.



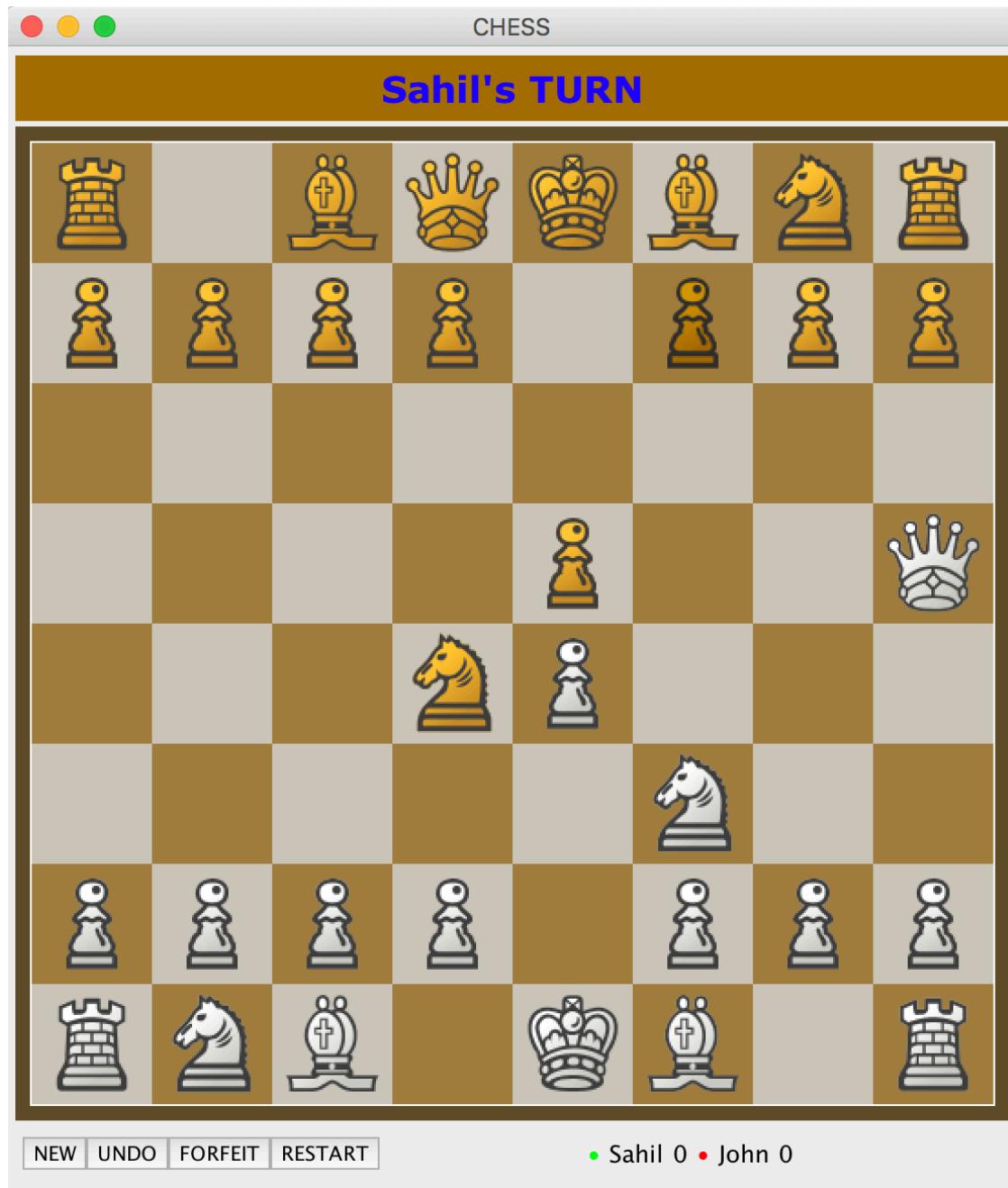
14. Ensure that John can move his pieces and that playing the piece reverts the turn back to Sahil.



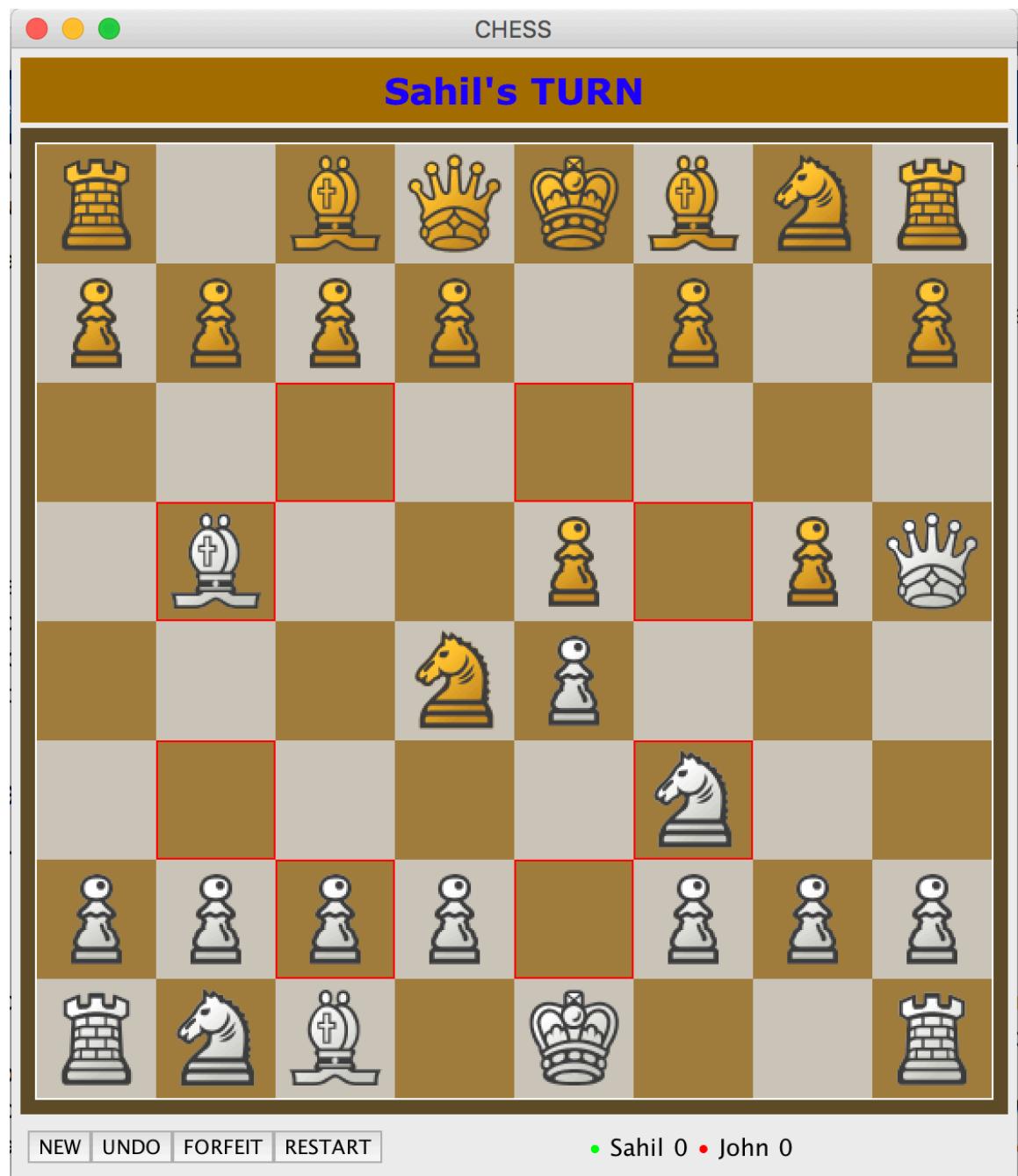
15. With a few moves you should be able to reach this state with the Sahil's Knight's possible moves being the highlighted ones.



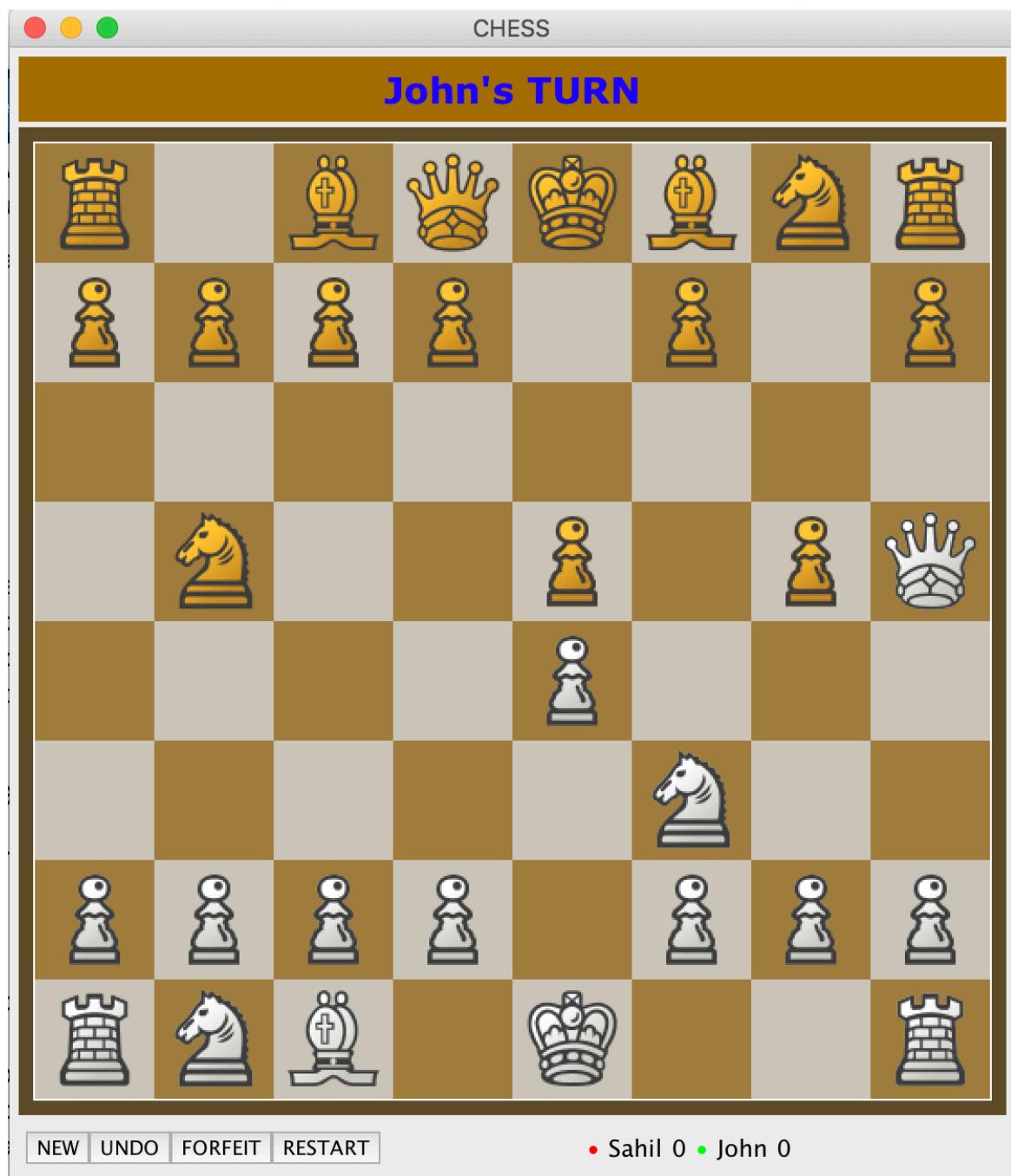
16. In this situation, the selected pawn should not have any possible moves since moving would put its King in check.



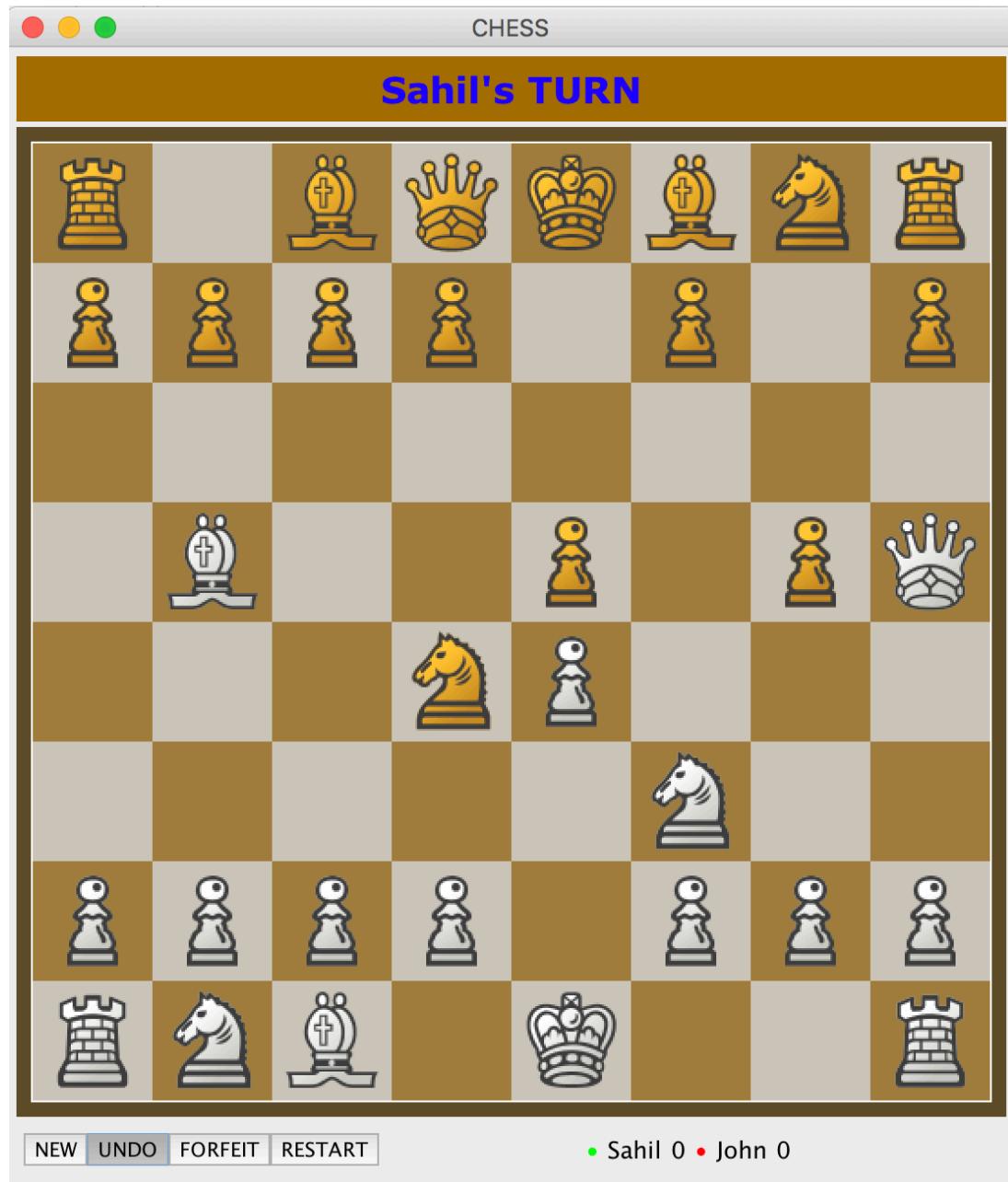
17. Highlight Sahil's Knight's possible moves. One of them involve capturing John's bishop.



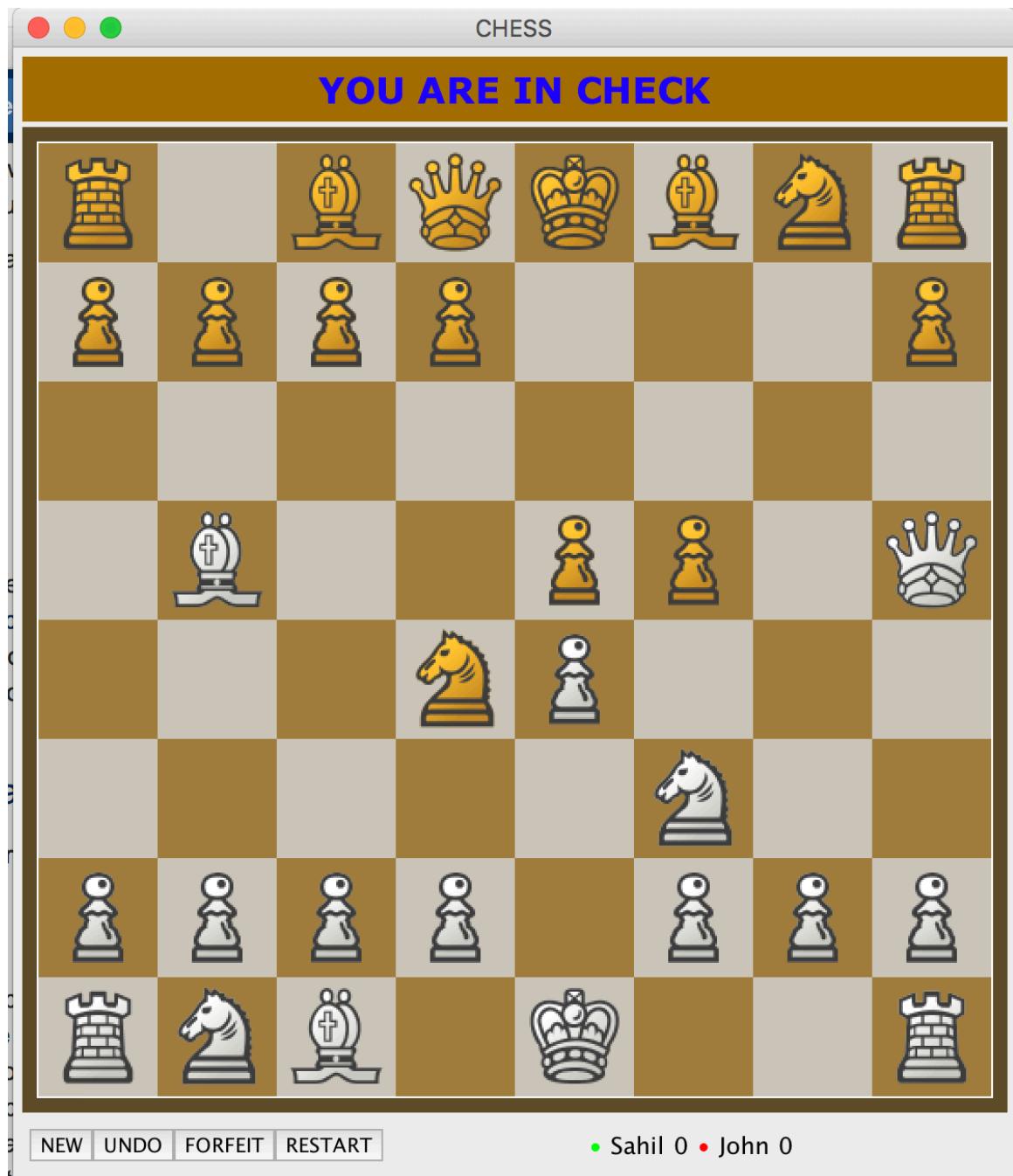
18. Ensure that captures work by moving the Knight to capture the Bishop.



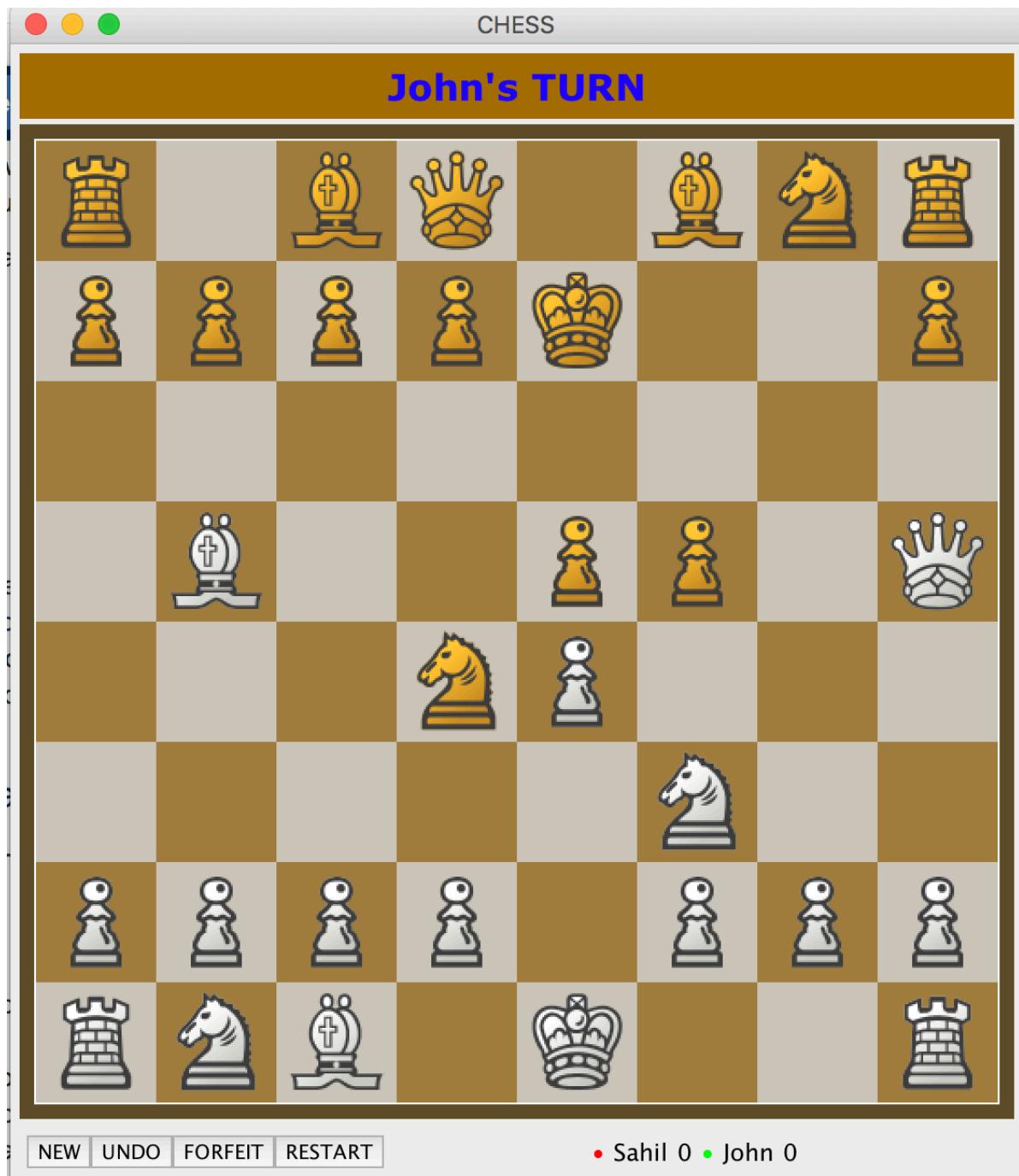
19. Pressing “UNDO” should allow you to undo the last move. This should also undo the capture we made in the last move. You should be able to undo as many moves as needed.



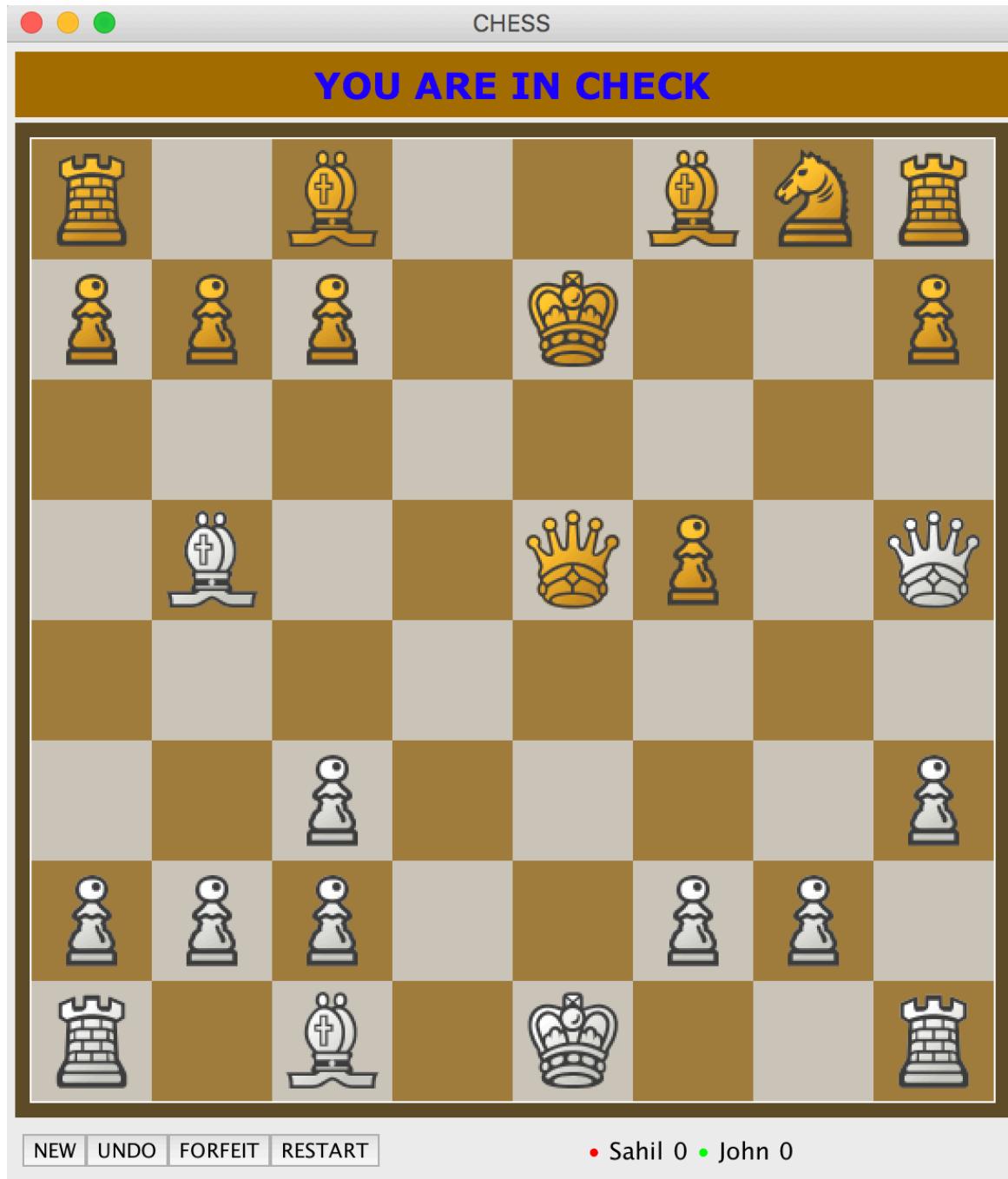
20. Let's say a few moves later you are in this situation. The game should be able to detect that you (Sahil) are in check and display the message as shown in the top status panel.



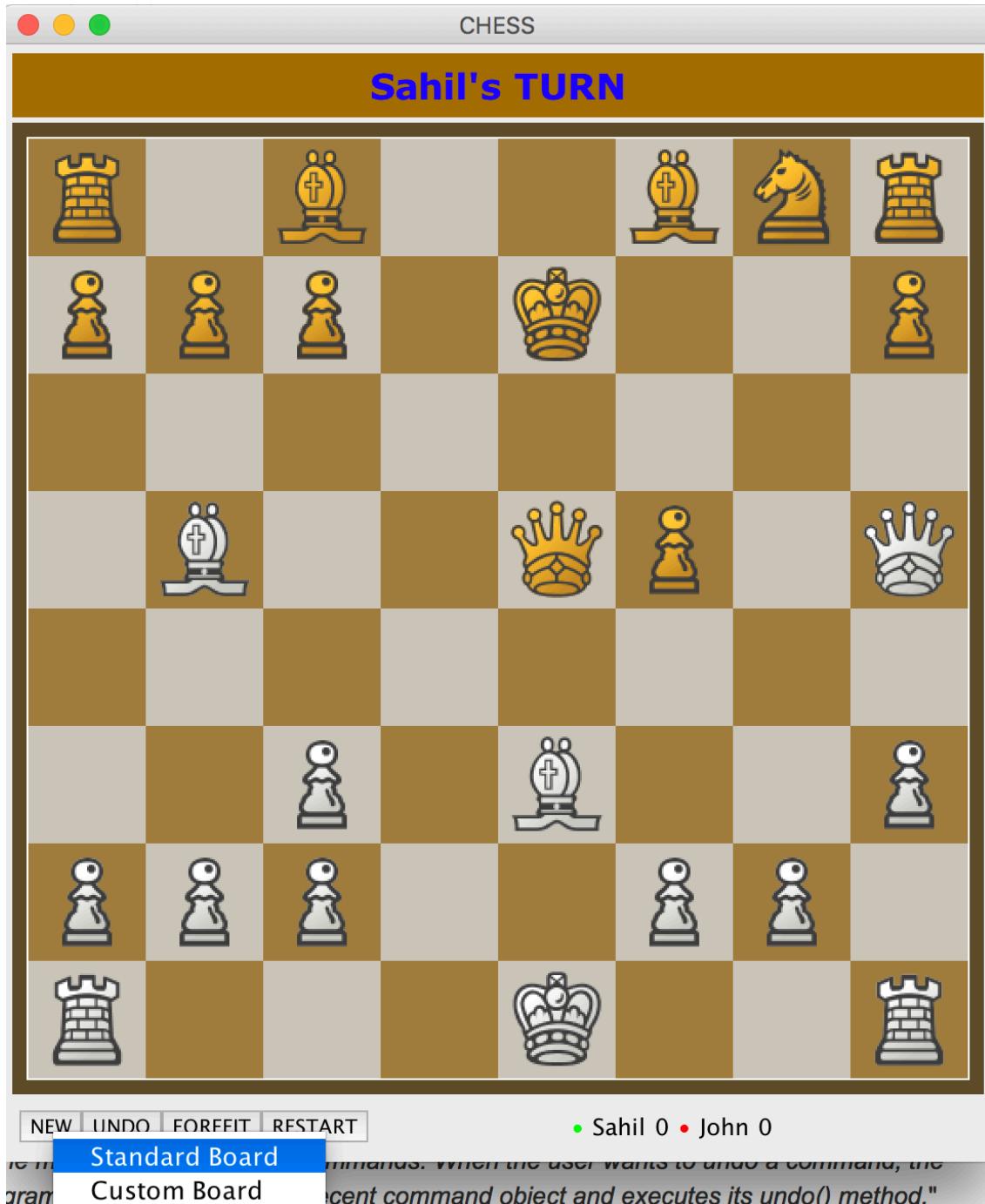
21. Moving the king one step ahead should bring you out of check and revert the turn to the other player. The “In Check” message must be gone.



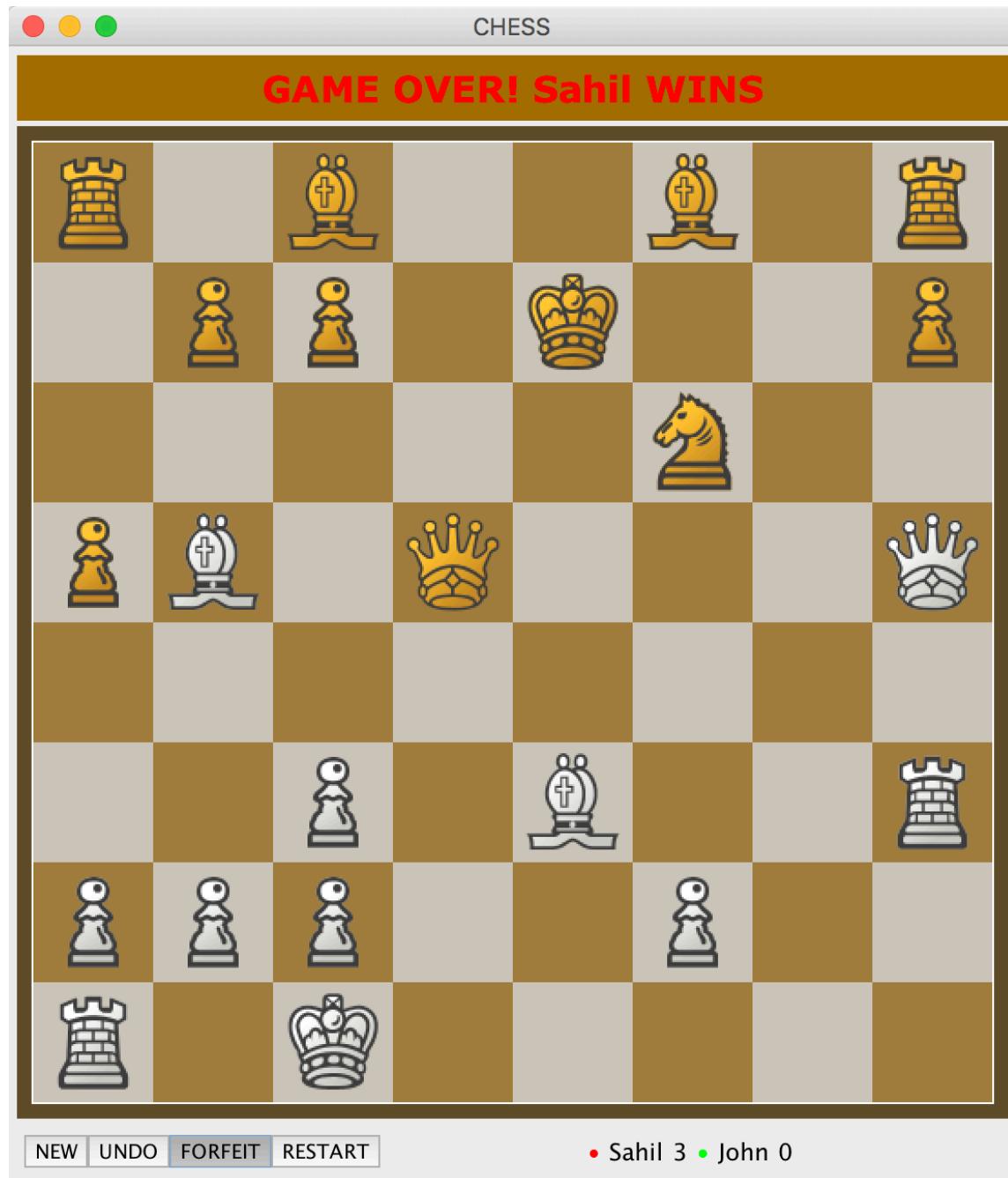
22. Now John is in check. The game should detect this as well and display the correct message.



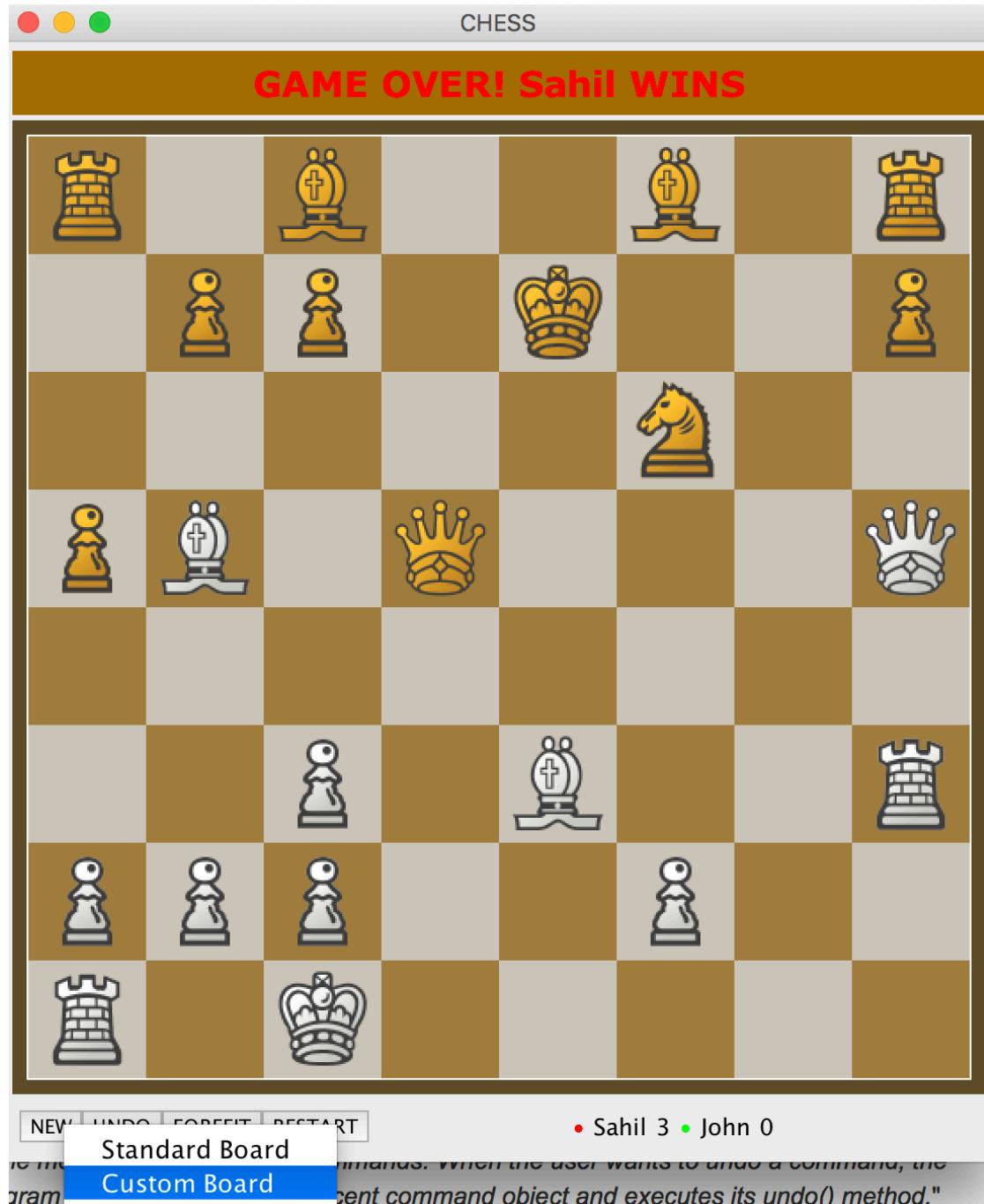
23. Ensure that “New” only works when the game is over, not when it is ongoing. When the game is in progress and only when it is in progress, should you be able to use the “Undo”, “Restart” and “Forfeit” button.



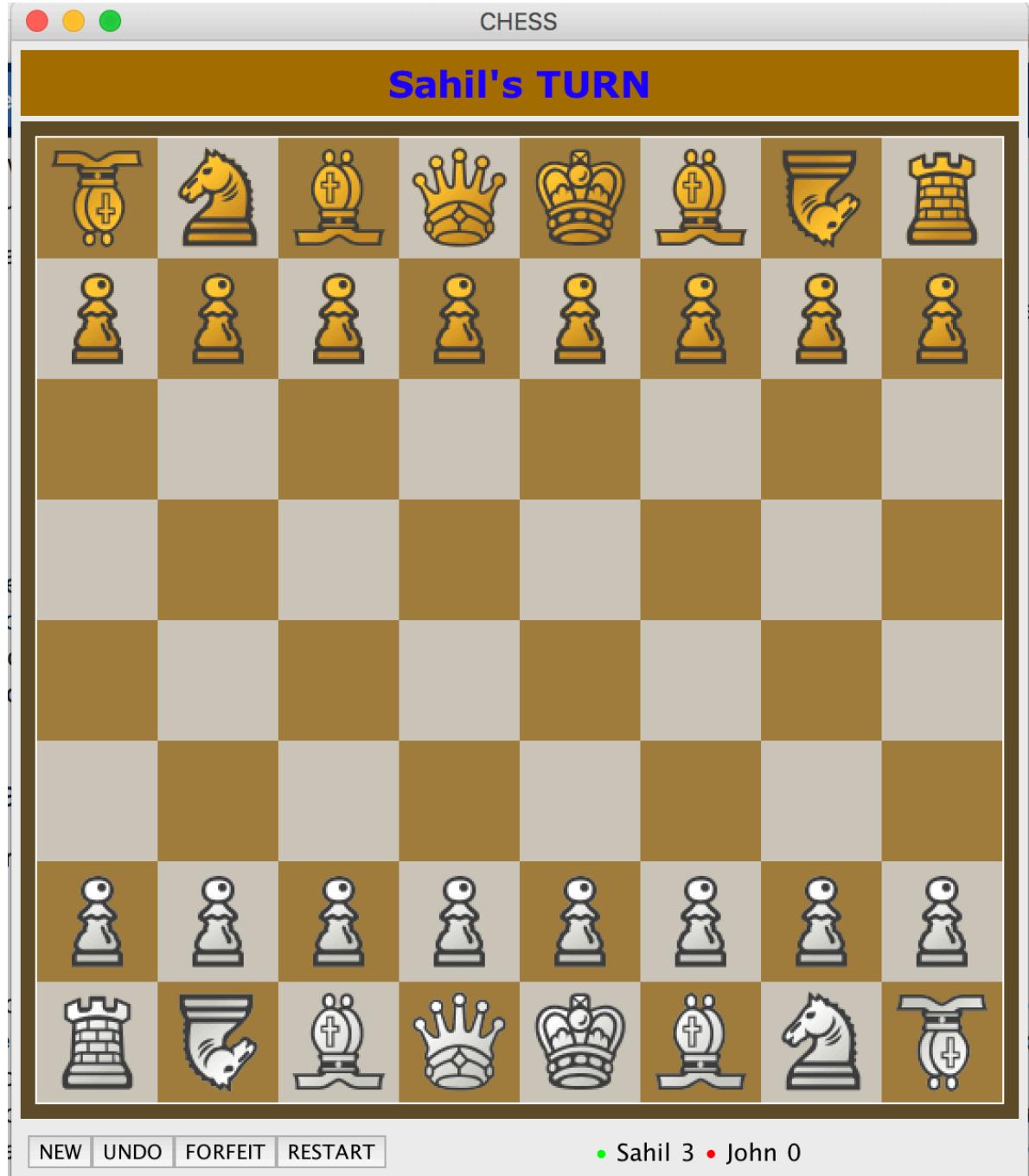
24. On pressing the “Forfeit” button, the game should update the status panel to indicate the winner, update the scores below (+3 for the winner). Also make sure that pressing “Forfeit” again in this state should have no effect. Neither should the “Undo” and “Restart” buttons.



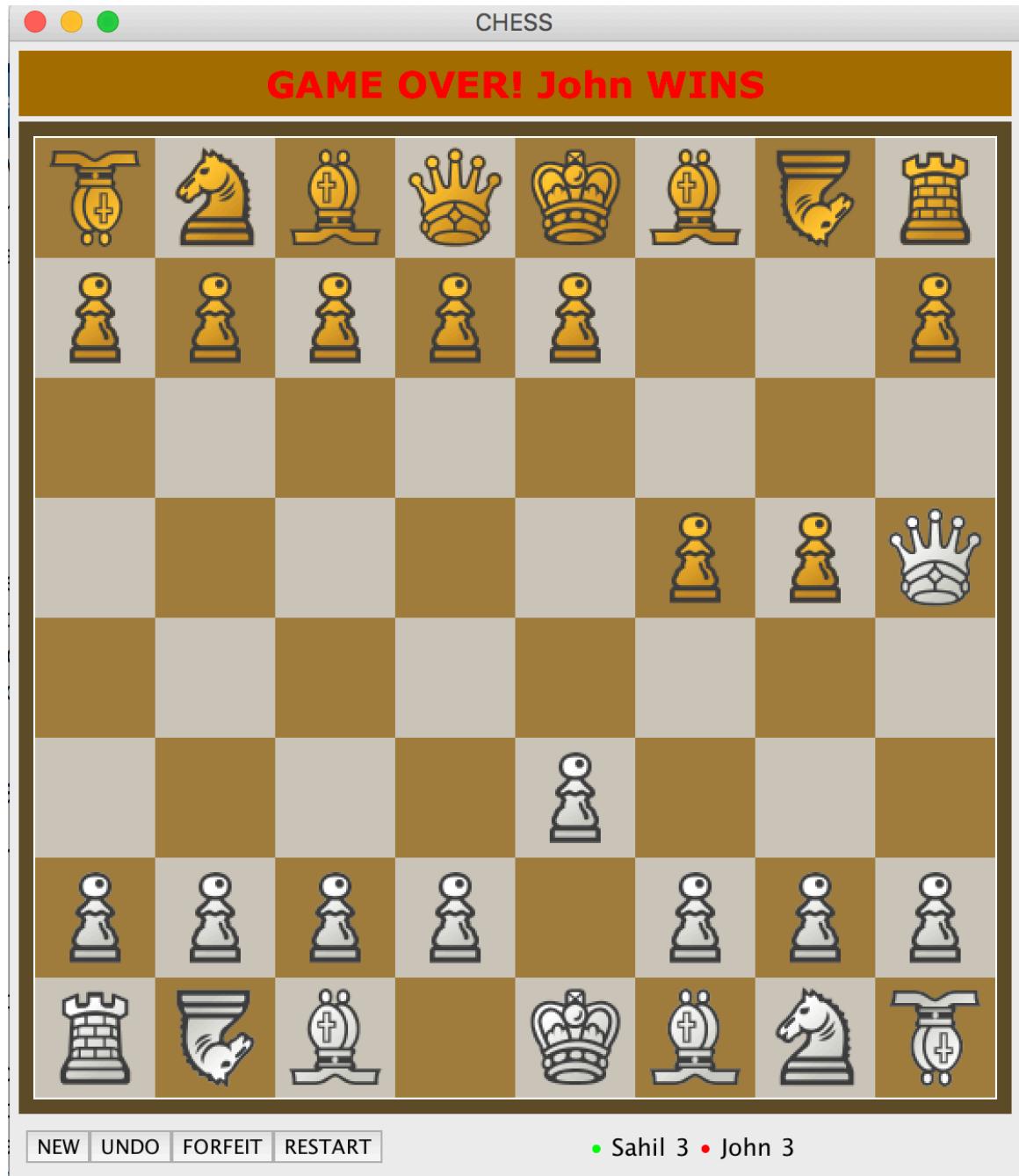
25. However, "New" should now work. Start a new game, this time on a custom board.



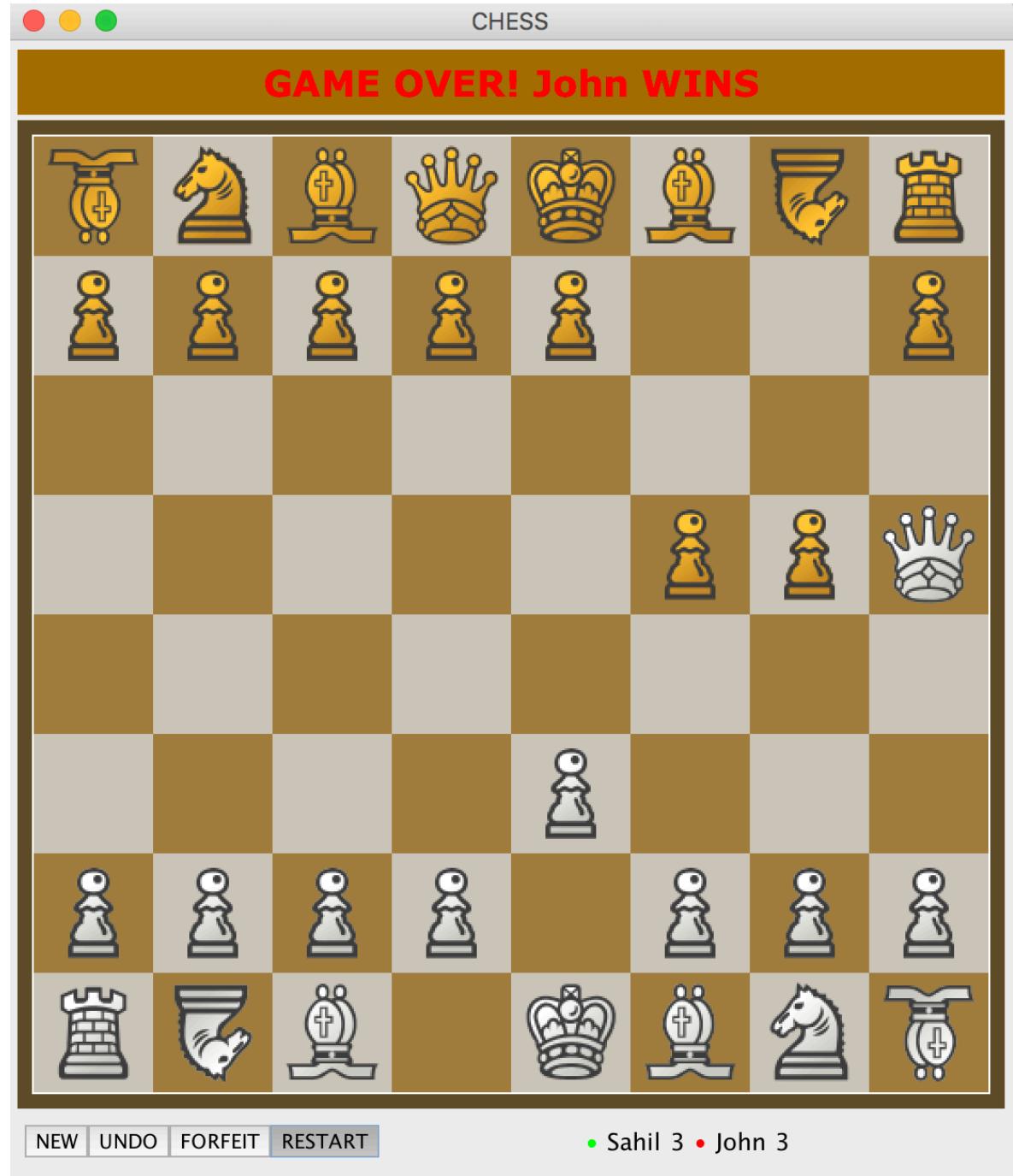
26. This is what the Custom board must look like. Notice that for each player, one of the knights and one of the rooks has been replaced by a Nightrider and an Alfil respectively. Ensure that the scores are correct, and that the first player has the turn at start.



27. With a few moves, this position can be reached. In this case, John wins by checkmating Sahil. The game should detect this, display the winner, not allow any more user input on the board itself, and the scores should be updated to reflect the win.



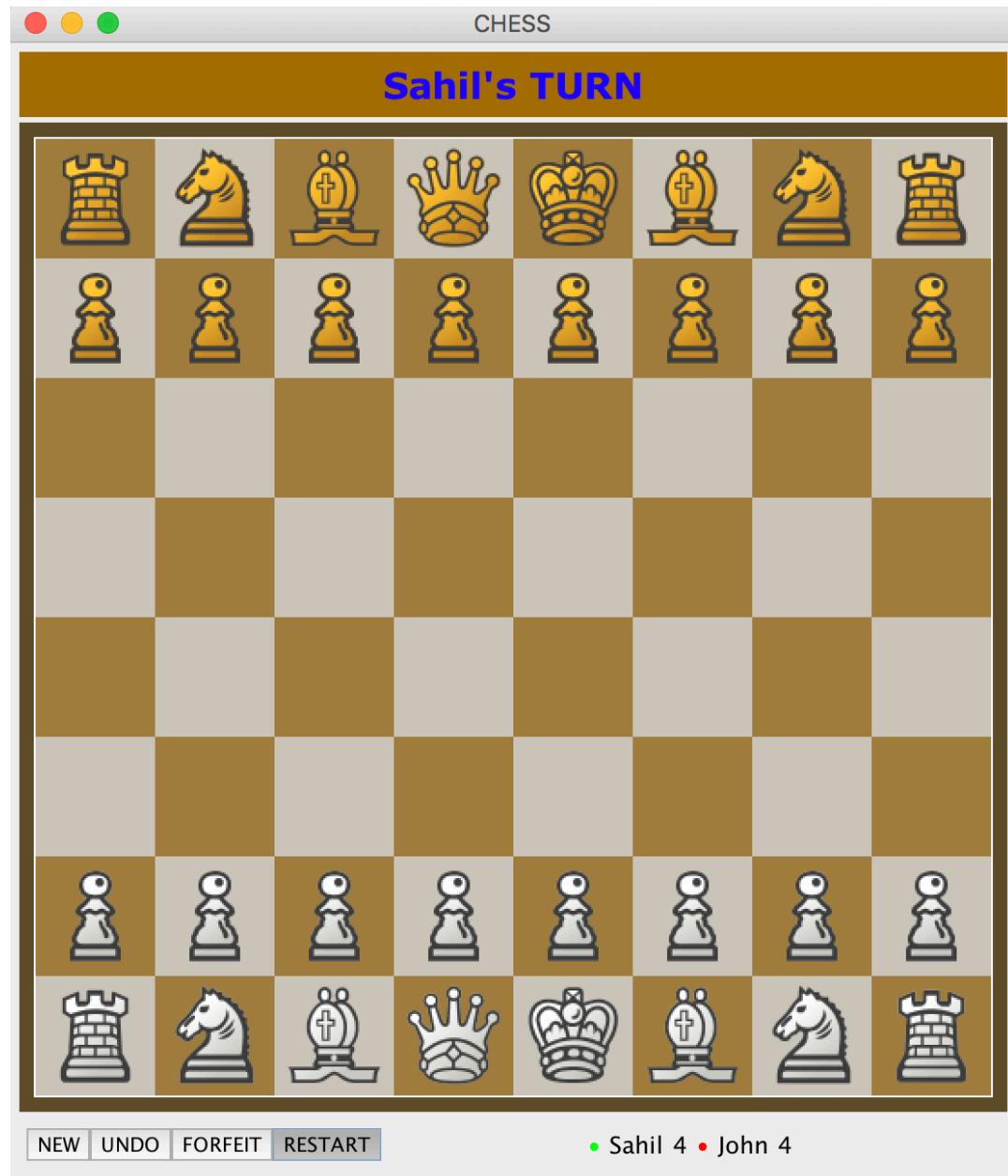
28. "Restart" in this situation should not work.



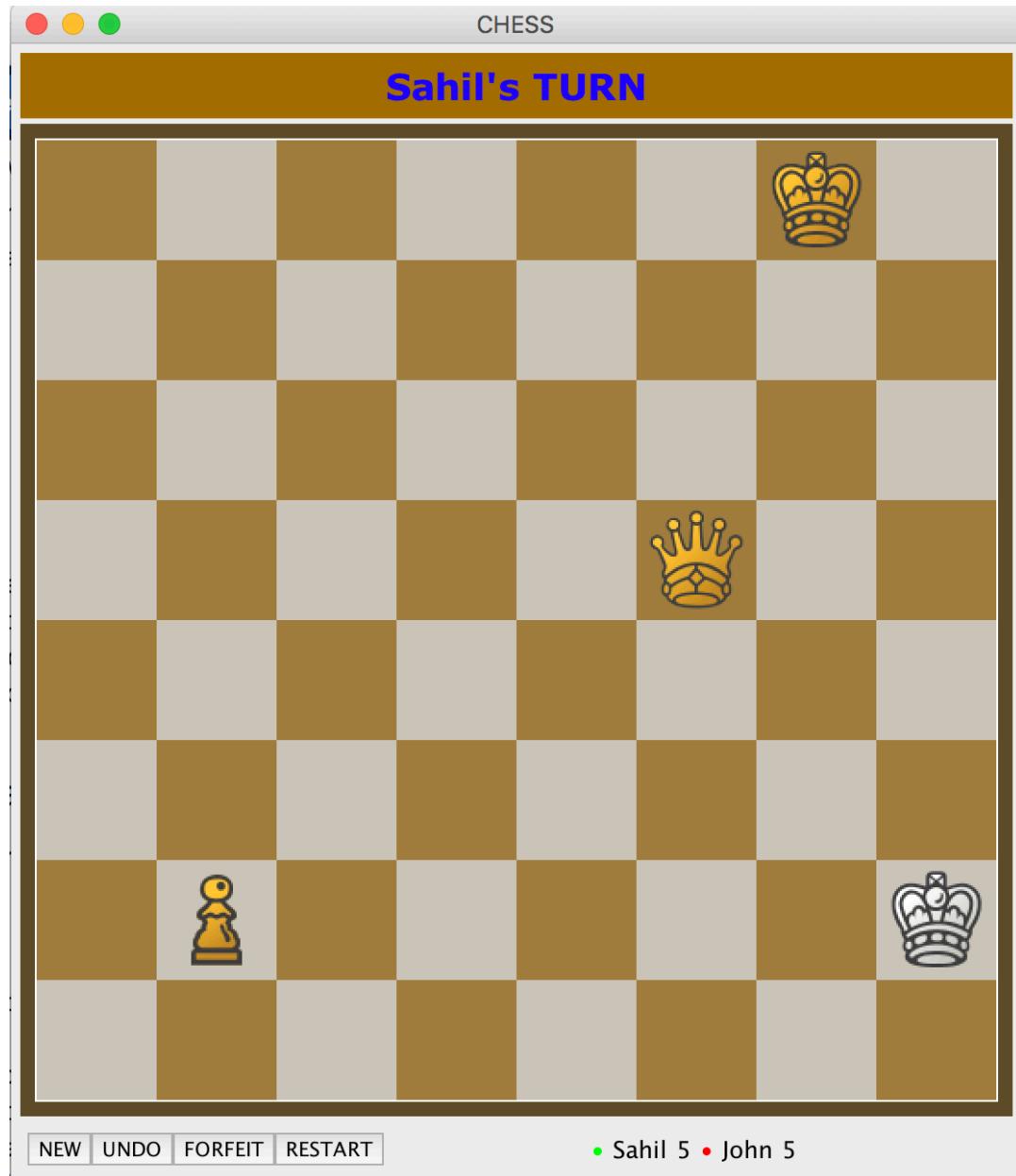
29. Start a new game on a standard board and make a few moves.



30. Pressing “Restart” now should bring you back to a starting configuration of a standard board (the game type selected at the beginning of the game). Scores should be updated (both players should get a +1).



31. Make moves to get into this situation:



32. Now if John's king moves back one step and Sahil's queen moves into the below described position, the game should end in a stalemate. The game must recognize this and display the message in the top status panel as shown. Scores should be updated as well.

