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# Manual Test Plan

1. When you first run GameController.main(), the first thing you are greeted with is the Chess Board View and an input for the two player names.

2. Clicking any piece or empty square on the board will not do anything until Start is pressed. If "Start" is pressed, the game will start. If "Quit" is pressed, the entire game will quit (quit can be pressed at any time). If "Custom" is pressed, the two custom pieces Ferz and Princess are added to the board.

3. The board when "Custom" is pressed:
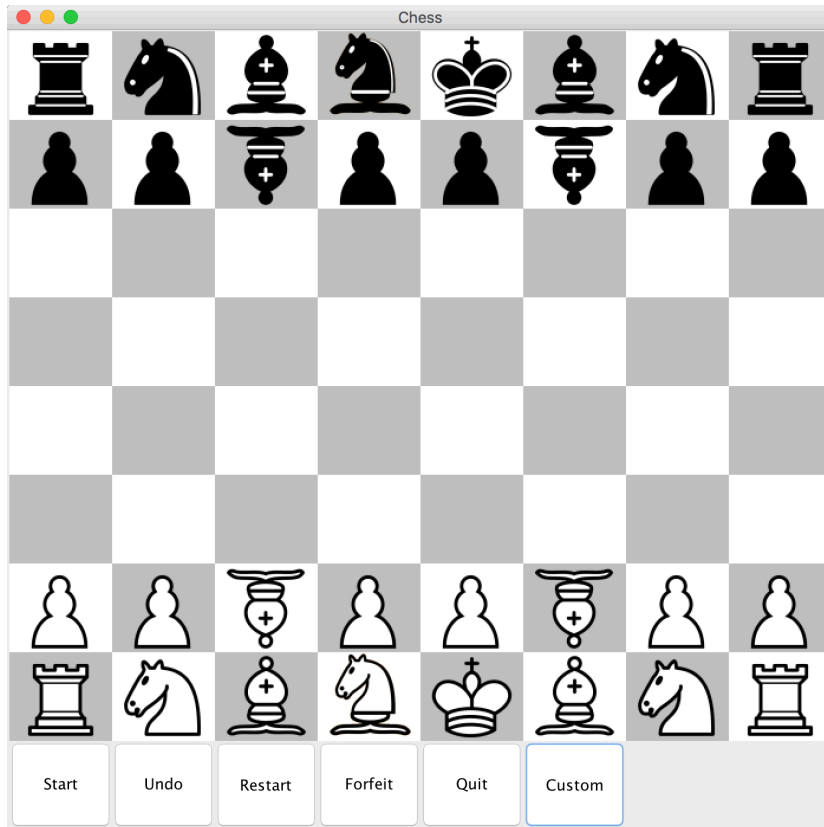
4. The board when just "Start" is pressed without "Custom":
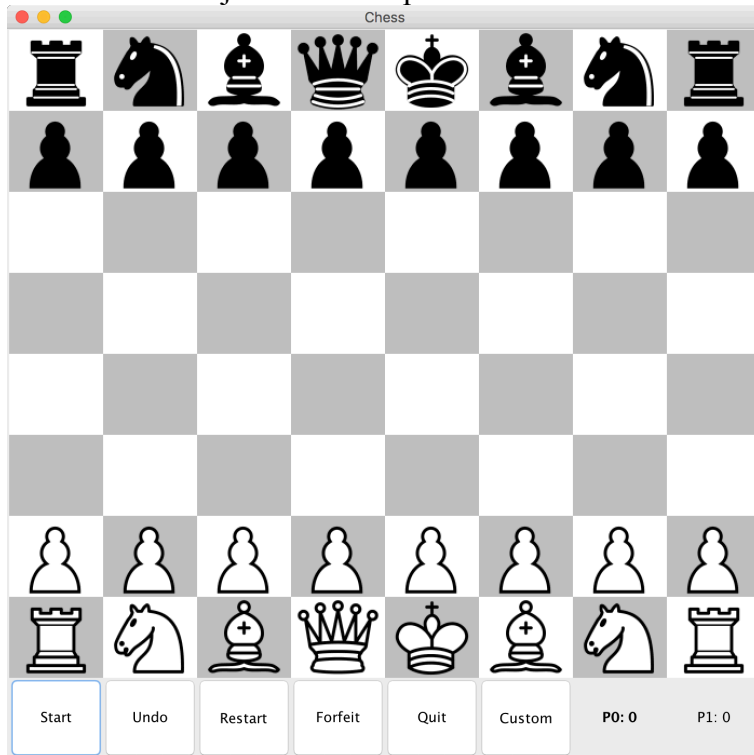
5. The current player's move is indicated by the bolding of their score (i.e. if P0 is bolded, it is P0's move

6. When you click an empty coordinate before clicking a piece, nothing happens.

7. If you try to clicking on a piece controlled by the other team before you have selected a piece, an alert pops up letting you know that it is an invalid choice:


8. When you click a valid piece that you control, the selected piece is highlighted in pink and any valid moves are highlighted in yellow on the board:
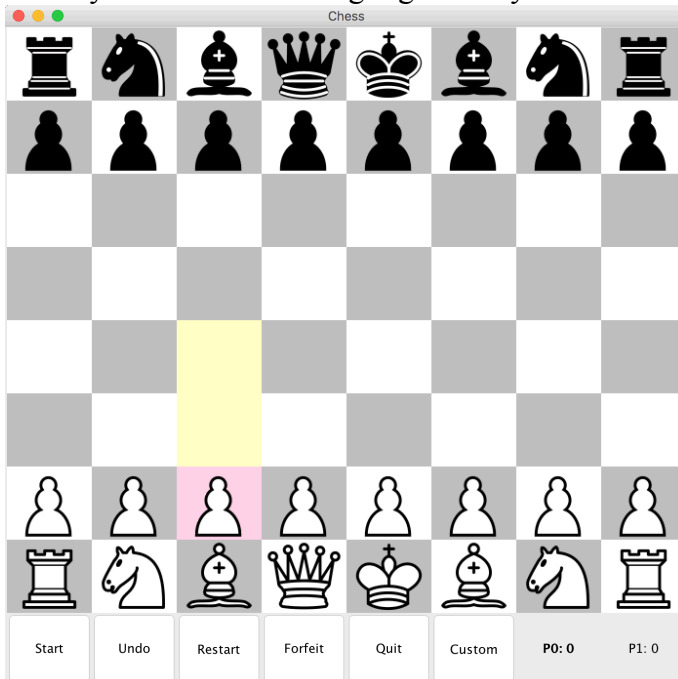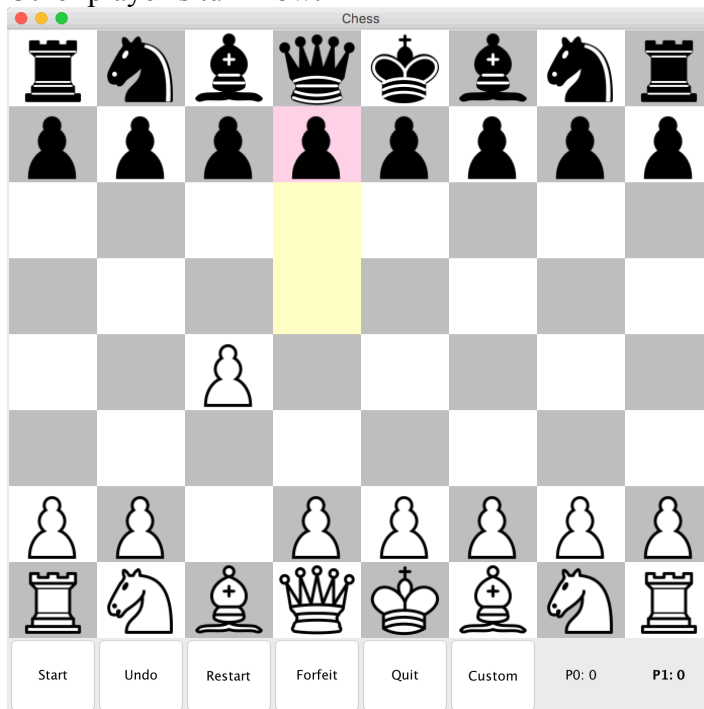
9. When you click on a coordinate that is not a valid move for that piece, an alert pops up letting you know that it is not a valid move.
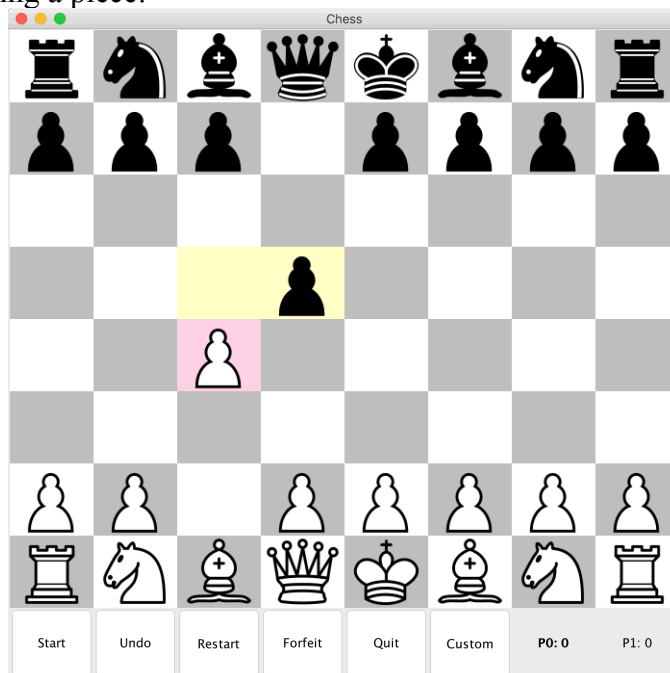

10. When you click on a coordinate that is a valid move for the piece, the piece is moved to that coordinate and the turn is switched to the other player (notice how P1 is bolded after the move is made).
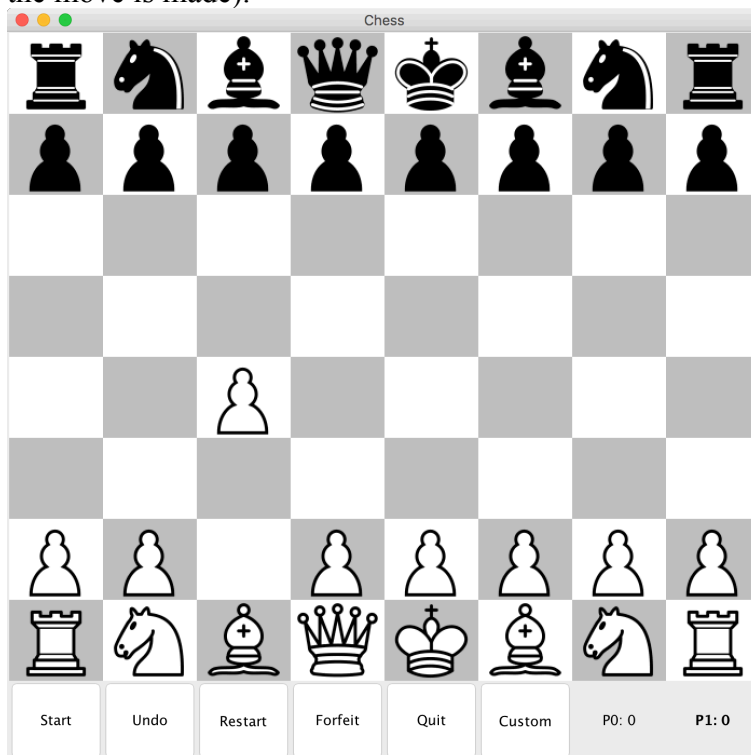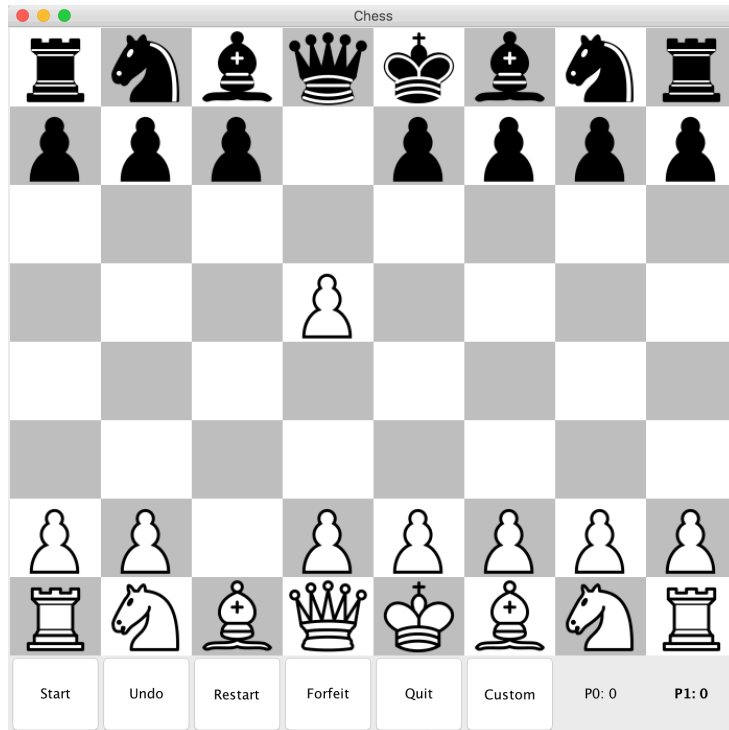
11. Other player's turn now:
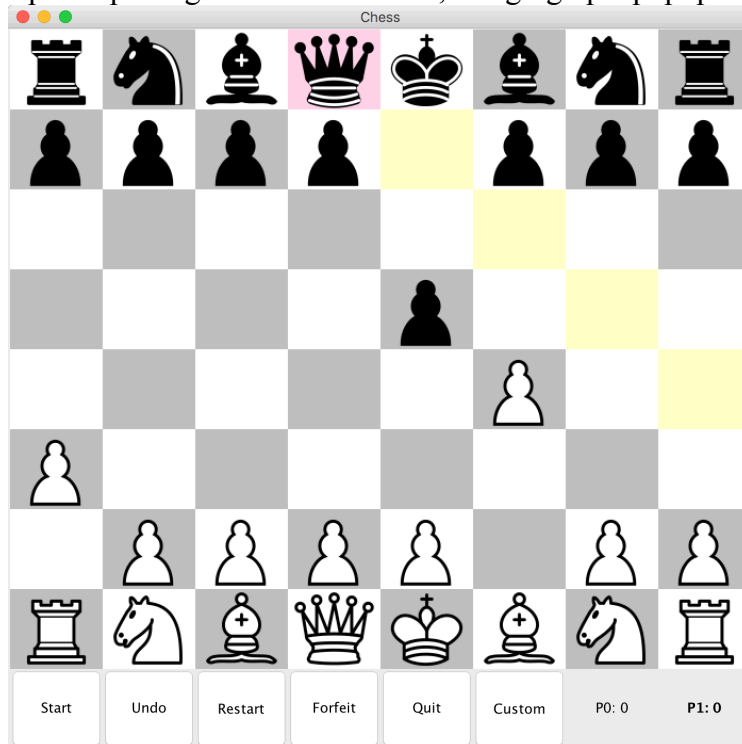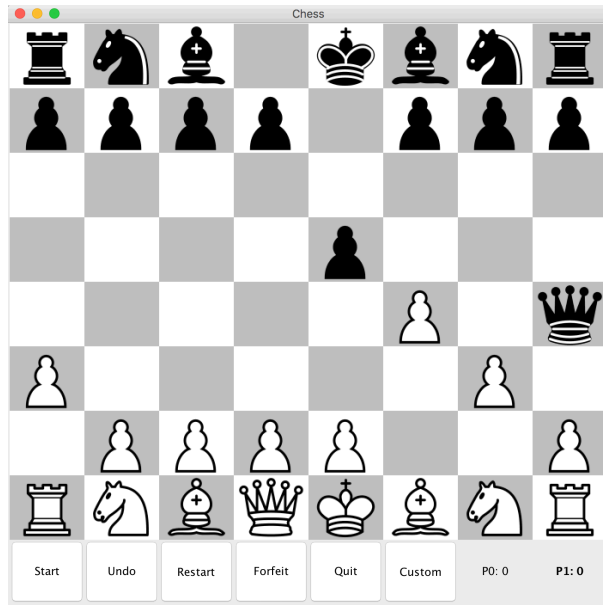

12. Capturing a piece:

a.

b.

13. An example of putting someone in check, bringing up a popup:

a.

b.

c. White player making a move that doesn't put them out of check pops up an alert:

d. White player making a move that gets them out of check (notice how the turn has switched back to the other player)
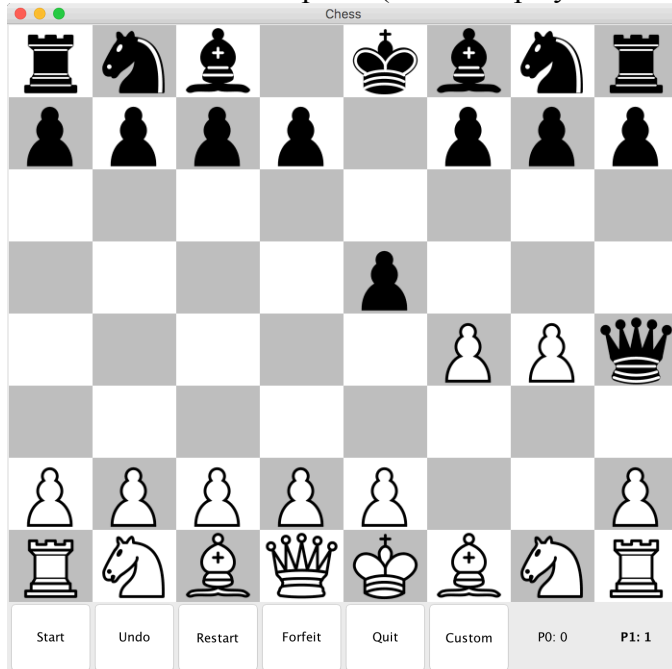
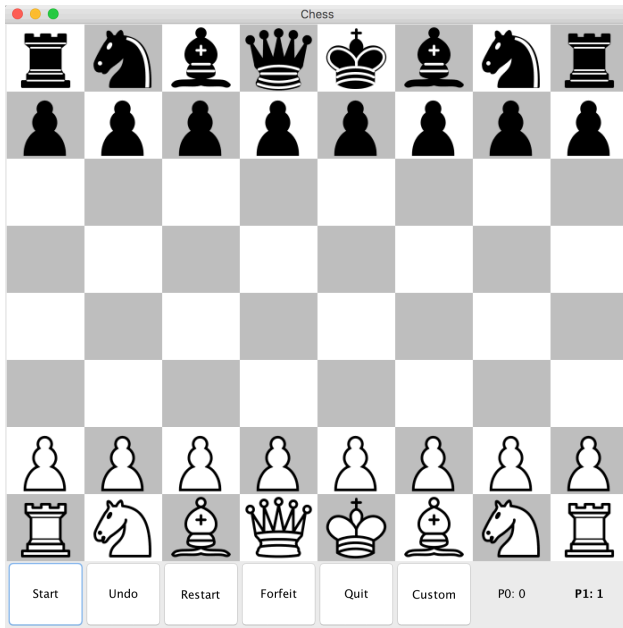14. An example of someone being put into checkmate and the game ending

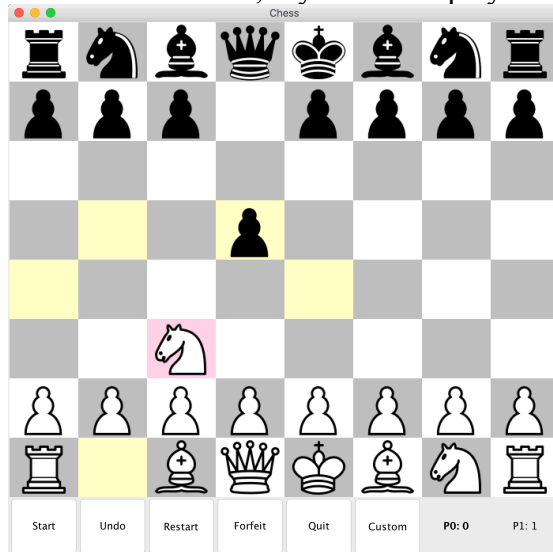Notice how the score update (the black player score increases by one).

15. To start the game again, simply press "Start" and the board refreshes. Notice the score is still updated.
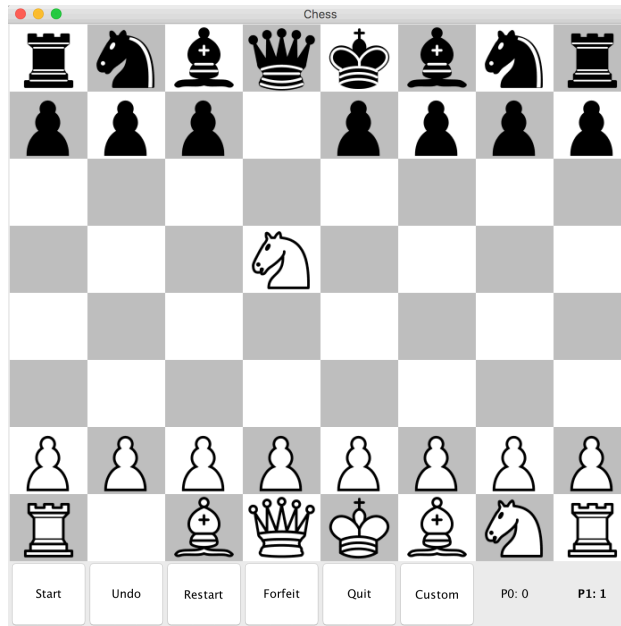
16. An example of undoing a move. A move can only be undone before their opponent makes a move.

    a. Given this scenario, say the white player captures the black pawn.


    b. And he successfully does so.

c. If we click undo move before the black player makes a move, the move is undone and the board is restored to its state at the last move.

d.

17. Pressing "Restart" brings up a confirmation that the other player must confirm.

a.

b. Pressing "No" does nothing. Pressing "Yes" alerts the user that the game is restarting and resets the game. Notice how the player move resets to the white player and the score remains the same.
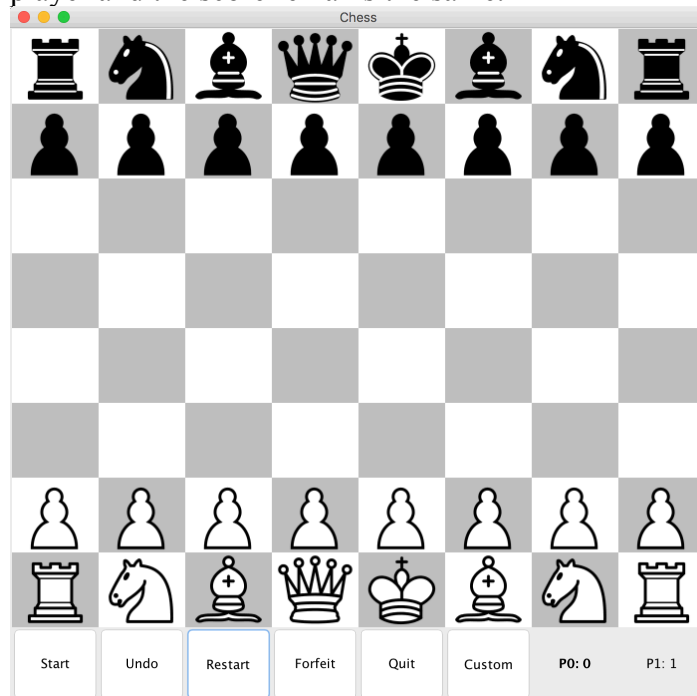
18. Pressing forfeit when its your move gives a score to the other player. It also pops up an alert stating who the winner is.

a.

b. And then the score is updated.
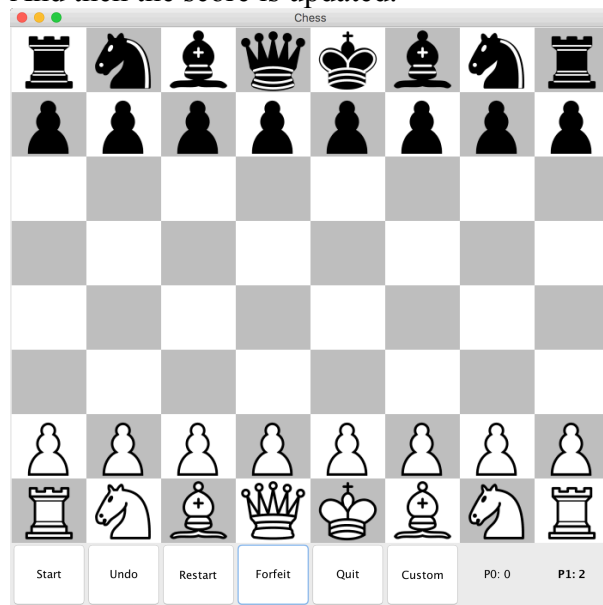
c.

19. When "Quit" is pressed, the game simply ends and the program ends.
20. Stalemate

Chess

Message

Stalemate!

OK

| Start | Undo | Restart | Forfeit | Quit | Custom | P0: 0 | P1: 0 |