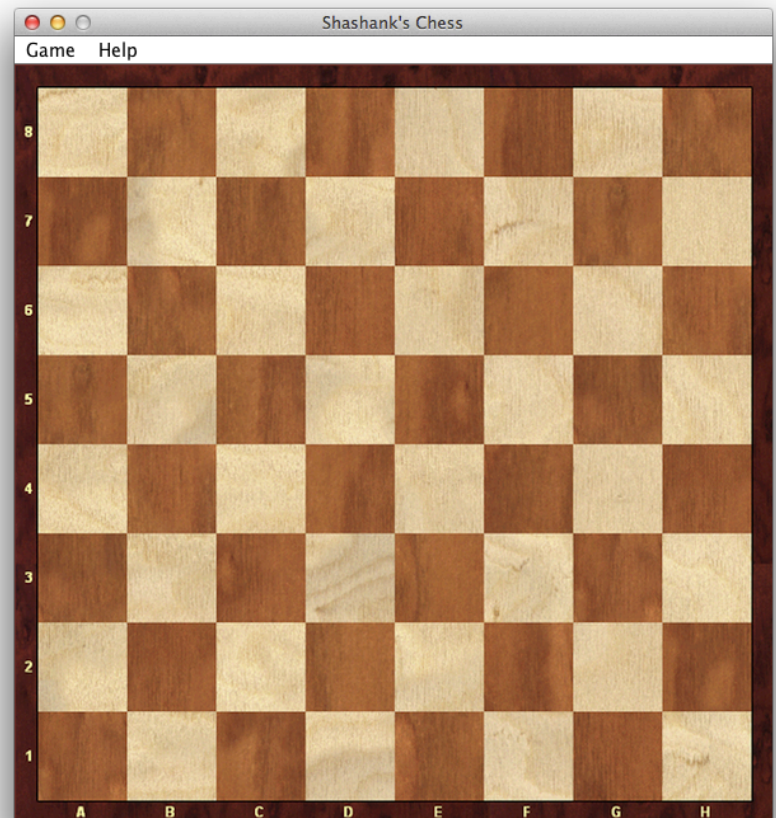


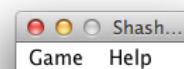
Manual Test Plan

Layout:

The starting view is shown on the right. The game consists of a menu bar, a JFrame containing the background image of the board and boarder. The frame contains a JLayeredPane that contains 64 JPanel arranged in an 8x8 grid ad aligned with the squares on the background image. If the menubar is not set, we will see the same image without the menu bar. It is harder to detect a missing 8x8 grid since they are set to invisible. But you will be able to see the pieces not aligned or not placed at all.

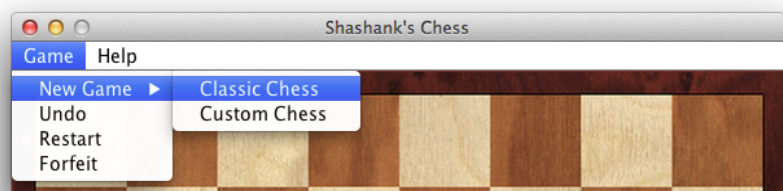


If the background image is not present, the board collapses since no default size is set. and we get the image on the right.



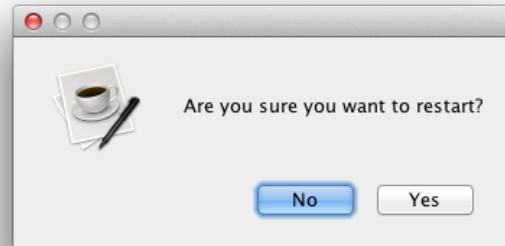
Menu Bar:

The menu bar has a number of options. And error in fetching the right action can be detected easily when the wrong action is performed.



Menu options:

Restart, forfeit starting a new game in the middle on a game will result in a prompt.



New Game:

A new game can be created with a classic chess board or a custom chess board. The classic board is displayed to your right.

Pieces:

With a new game, the tiles can be seen in action. If they have lined up with the background image, the pieces will be placed in the right spaces.

The model stores positions in the cartesian coordinate system. The controller must convert the coordinates to a graphical coordinate system. An error in this calculation can be detected if any of the pieces are off.



A **custom** board has two new pieces at the sides. A Fly to the left and a Fly Trap to the right.



Movement:

Move Confirmation:

Movement is done by clicking on your piece and then clicking on a space you want to move to. A Valid move sequence is indicated by a highlighted green tile.

And invalid sequence is highlighted by red.

A player must only move his pieces. Doing otherwise will show red

A player must not move into check. If he is in check he must move out of check.



Check:

When a player is in check, he is notified. An error in this system can be checked easily.

Checkmate:

On checkmate, the game ends and a notification appears showing the score.



Scoring:

The winning games are recorded and displayed at the end of each game

