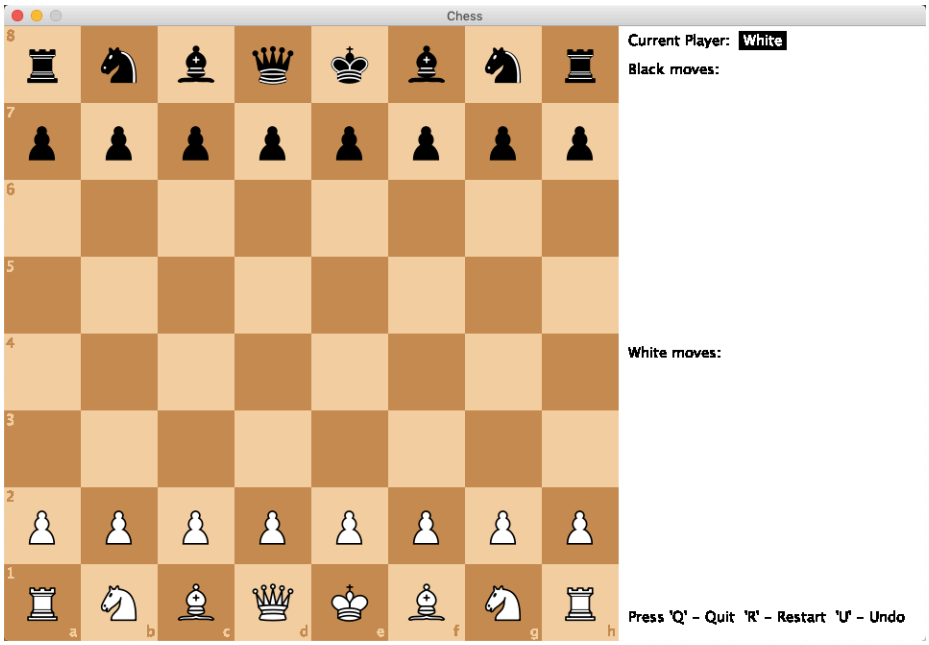
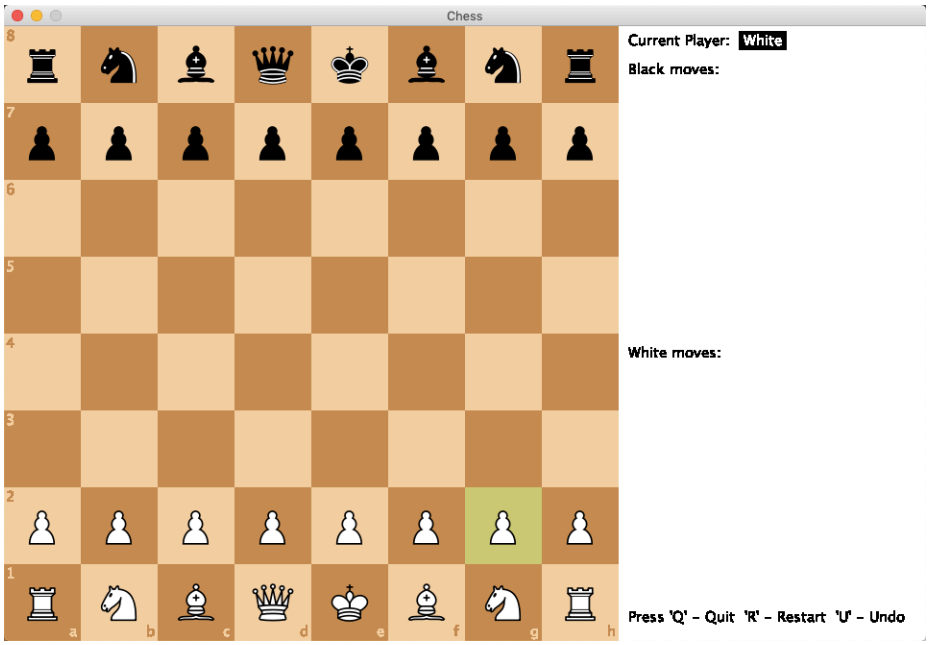
CS 242 Fall 2019 Kevin Zhang (shukaiz2)

**Assignment 1.2 - GUI Test Plan**

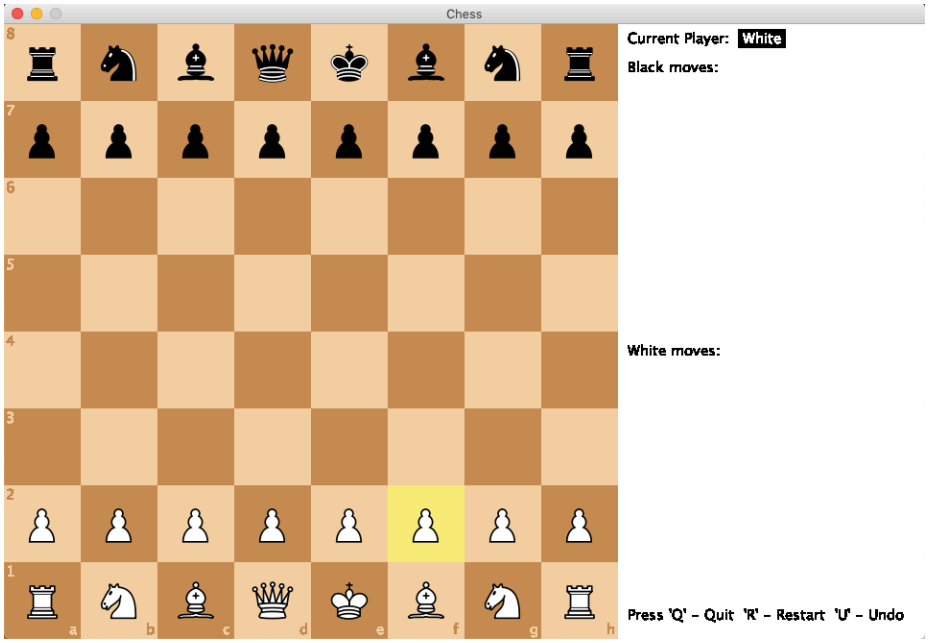
When the program is compiled and run, you should expect to see this starting screen. Because white pieces get first move, "Current Player" on top right should always start with "White":



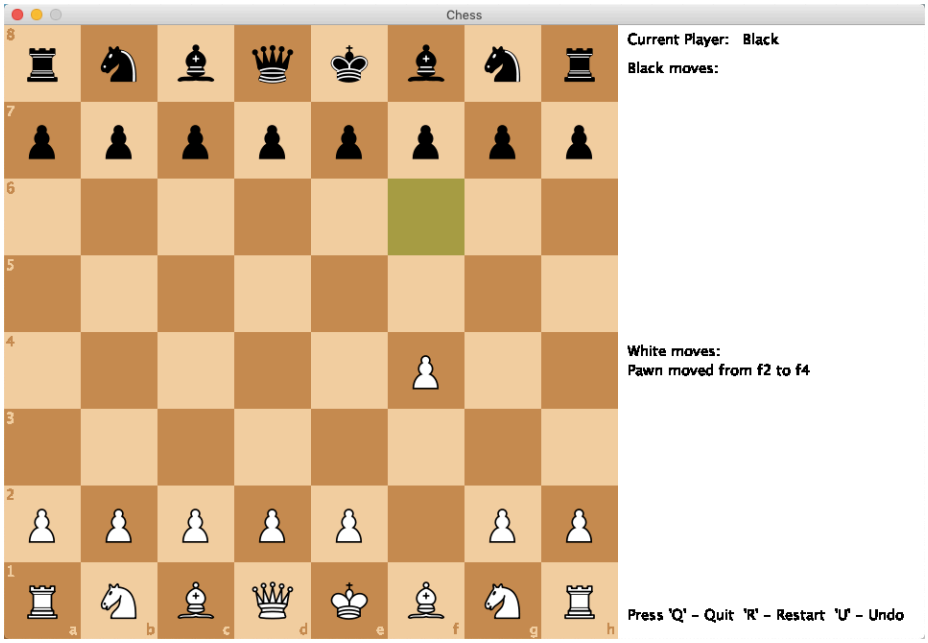

Now hovering over the board. The space mouse is currently hovering on will be highlighted by light green color (dark green for player with black pieces) so player could know which piece he/she will be selecting:



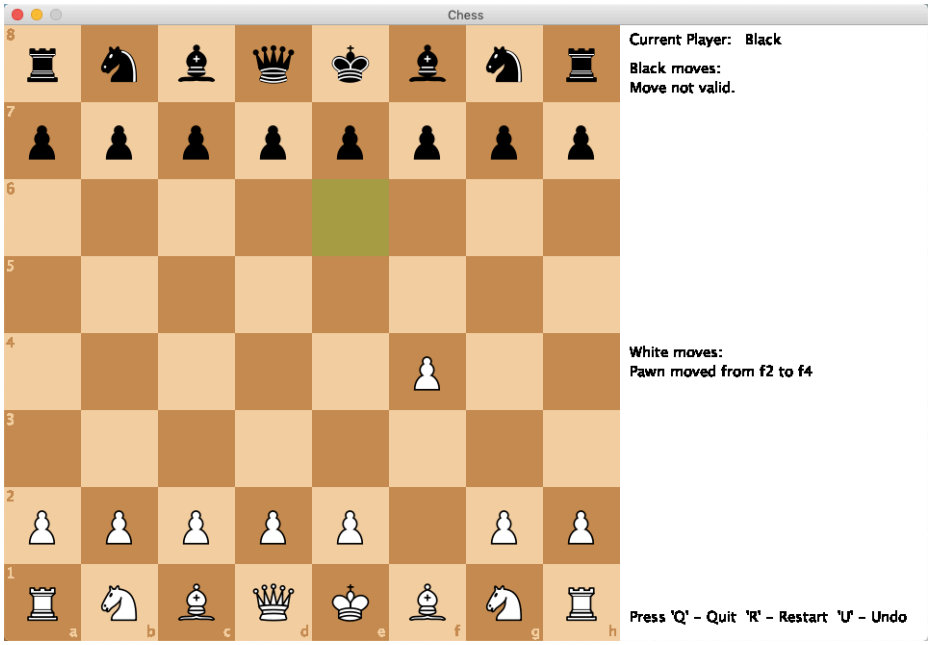
When a player click on a piece and select it, the space will be highlighted by yellow color:



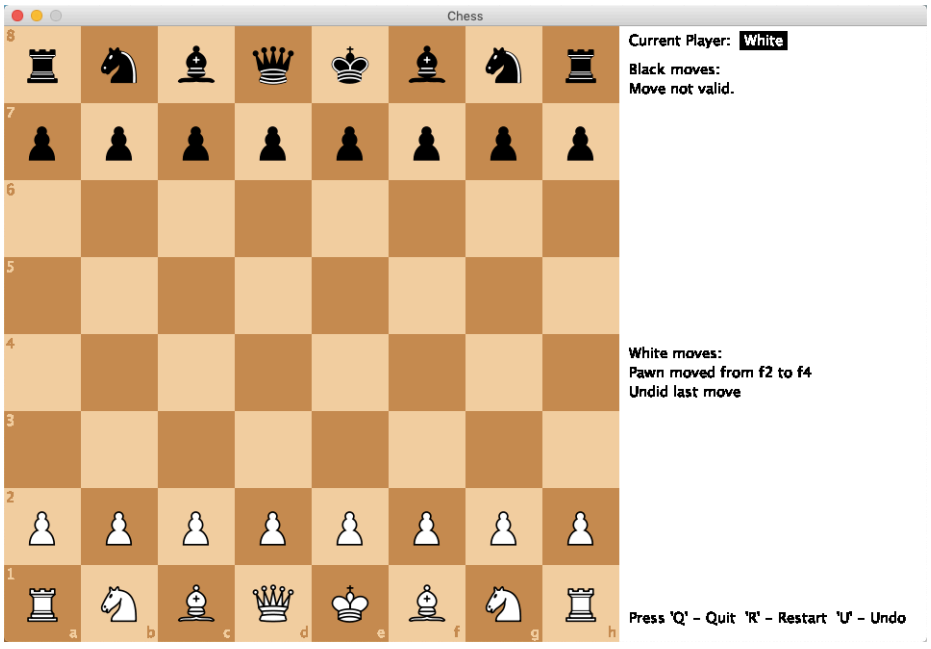

Now if move a white piece, this move should be recorded on game log displayed on the right side and game will now switch turn to another player. Color to highlight mouse hovering will now switch to dark green and “Current Player” on top right will now indicate “Black”:



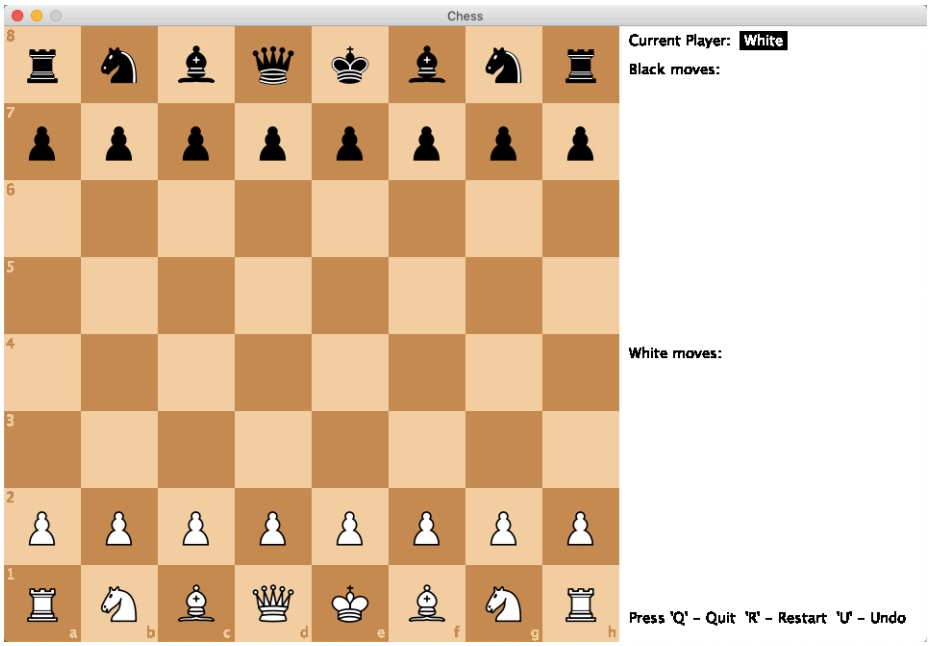
If an invalid move is attempted (in this case a Pawn is trying to be moved diagonally while nothing is on destination space), this move would not be performed and it will still be the same player's turn while game log will record this unsuccessful attempt:




If a player is unhappy with last move, he/she may undo that movement by pressing 'U' key. Undo can only be performed before next player moved a piece and only the most recent movement could be reversed. Undo a move will also be recorded on game log:

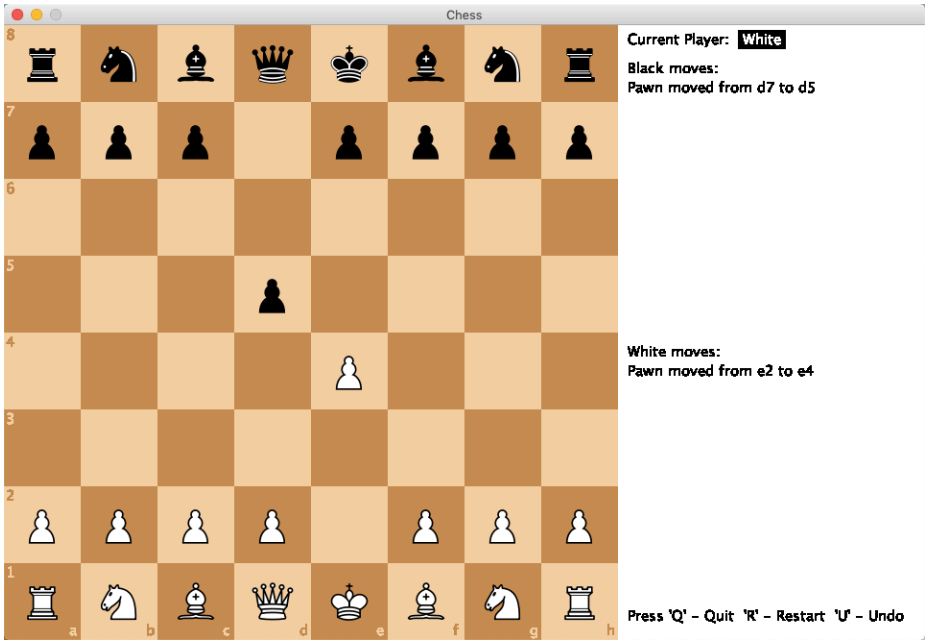


If player would like to restart/forfeit a game, they may do so by pressing ‘R’ button and game will return to start state:

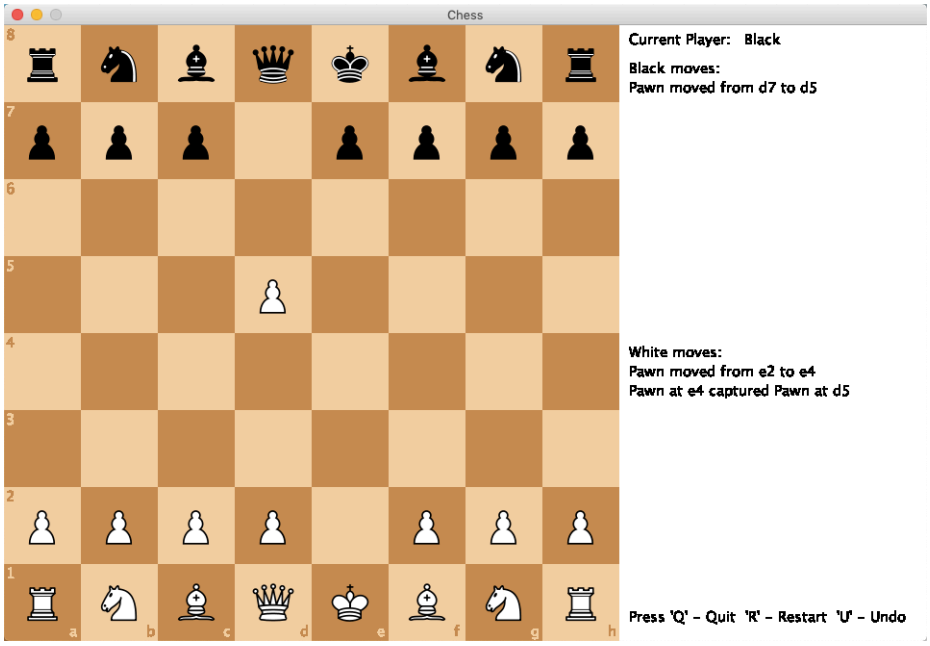


**Another case for undo (reverse a piece capture):**

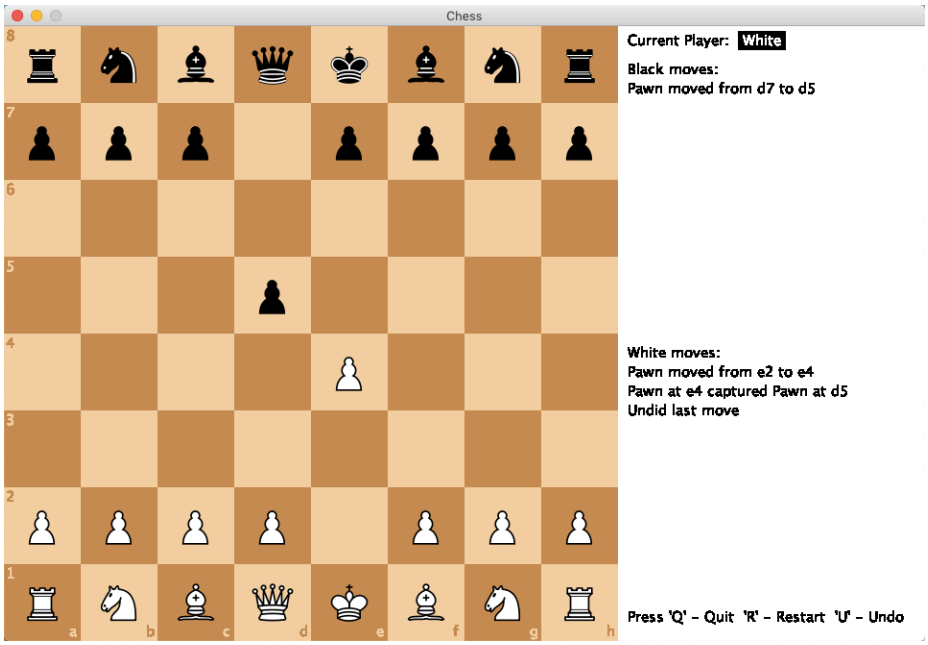
Suppose that there is a black pawn at d5 and white pawn at e4:




Now white pawn can capture the black pawn at d5:



If the white player decides that the capture was not wise, this move could be undone and two pieces will be placed back to where they were:




Now if player attempts another undo after this move is reversed, the command will not be executed and error message will display in log: