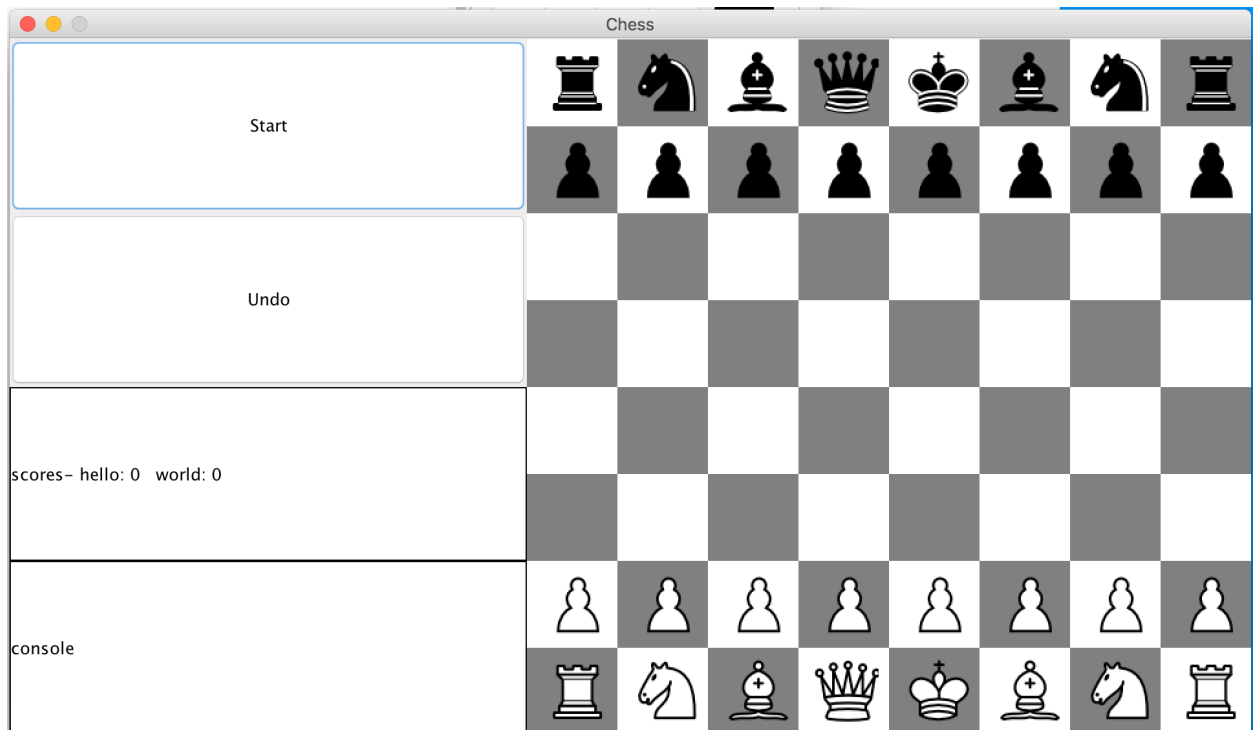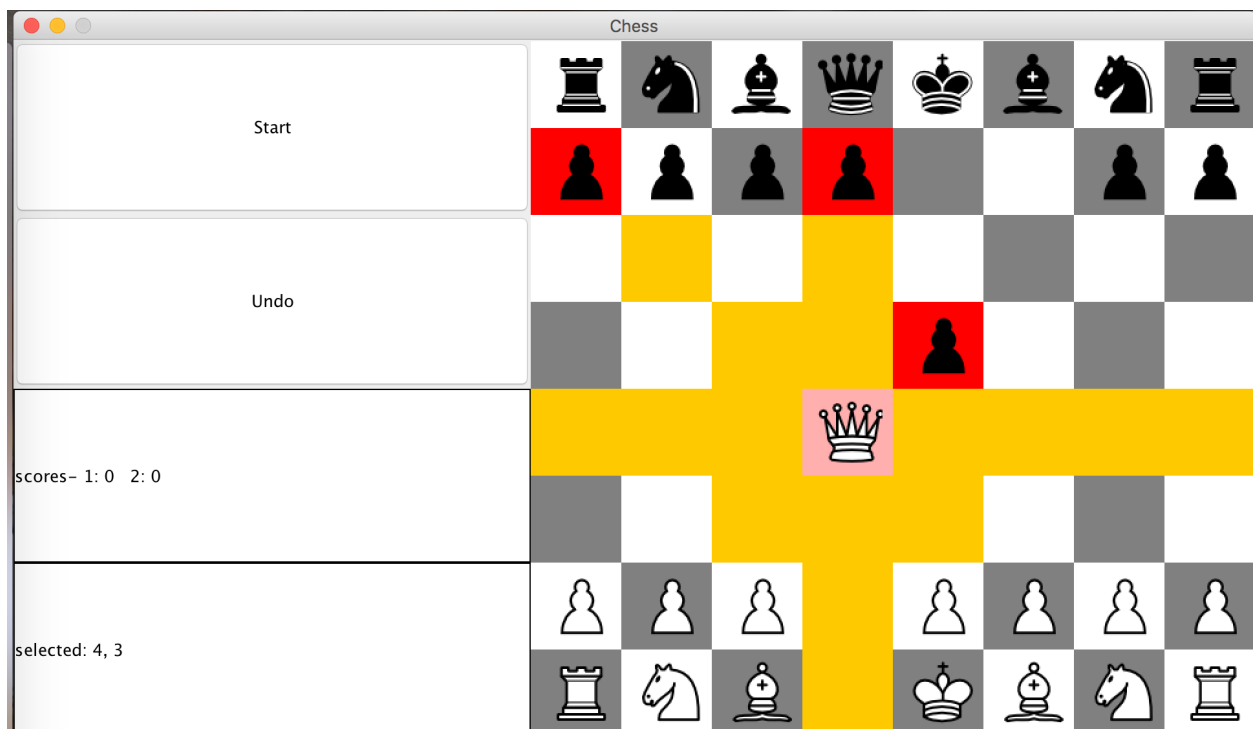# Manual Test Plan for Chess

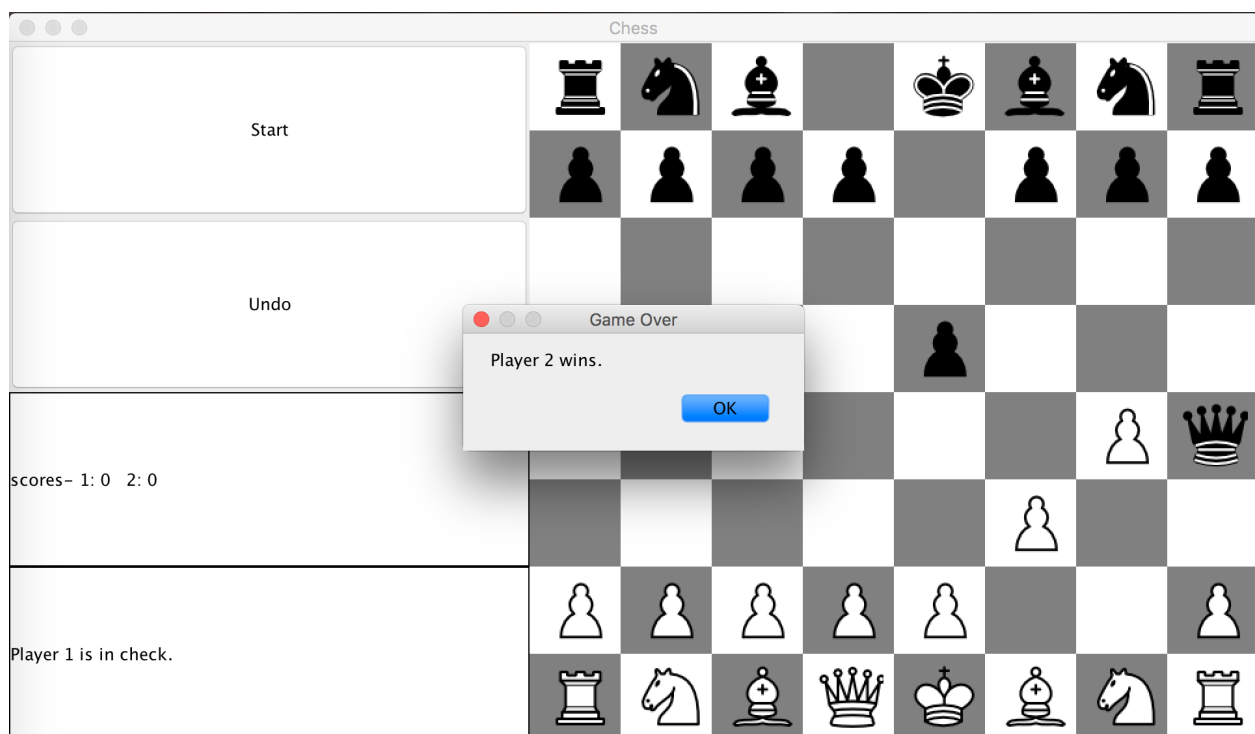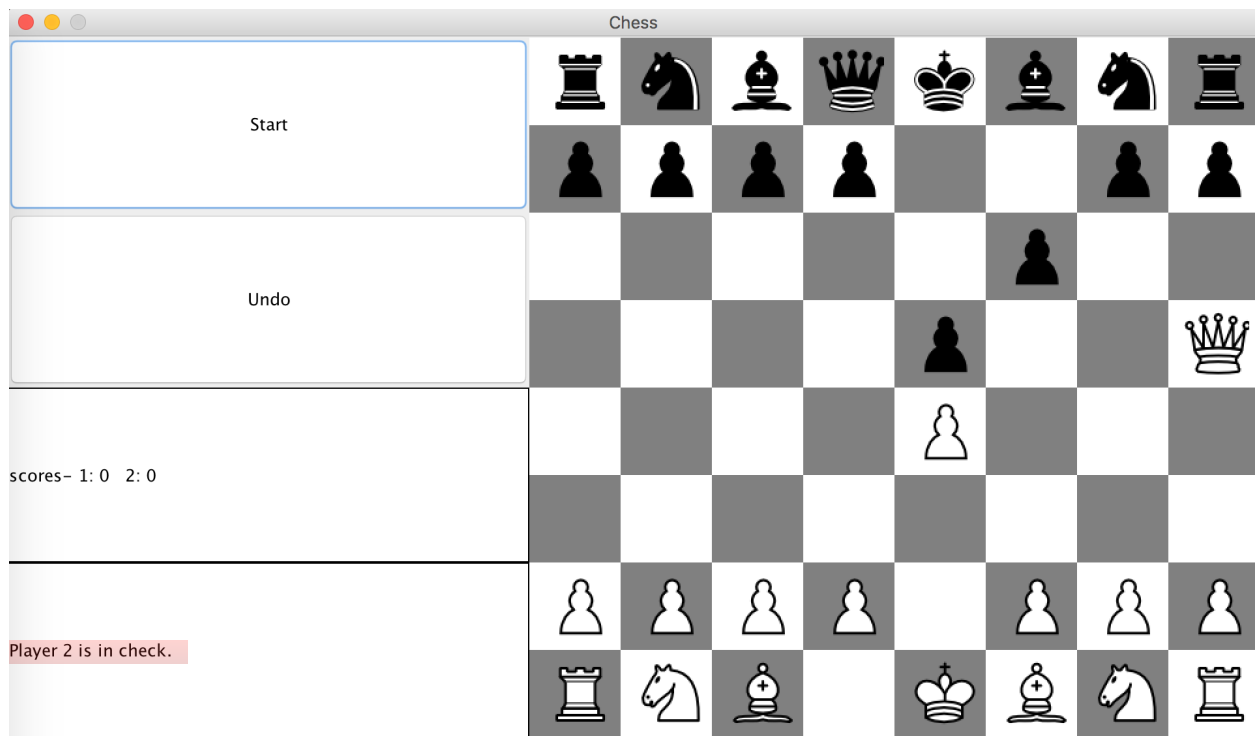
1. Test each piece & undo

- try to move each piece 5 times and check if a player can proper moves.

- undo those moves, and check if undo is working properly.

- Tiles that a selected piece can move is indicated with yellow and red tiles. See if those tiles are marked correctly.

2. Test check, checkmate, stalemate

- Put pieces in check positions and see if you are getting a warning message.

- For checkmate, you should get a Game Over message.

3. Test start new games

- Try Start button in the middle of game. It should ask for a confirmation. If you start a new game, both players' scores should be +1.

- Test if everything works correctly in newly started game.

4. Run few sample games

-1.e4 e5 2.Nf3 f6 3.Nxe5 fxe5 4.Qh5+ Ke7 5.Qxe5+ Kf7 6.Bc4+ d5 7.Bxd5+ Kg6 8.h4 h5 9.Bxb7 Bxb7 10.Qf5+ Kh6 11.d4+ g5 12.Qf7 Qe7 13.hxg5+ Qxg5 14.Rxh5# 1-0

- 1. e2-e4, e7-e5 2. Ng1-f3, Nb8-c6. 3. Bf1-c4, 3. ... Nc6-d4? 4. Nf3xe5, 4. ... Qd8-g5. 5. Ne5xf7, 5. ... Qg5xg2. 6. Rh1-f1, Qg2xe4+. 7. Bc4-e2, Nd4-f3