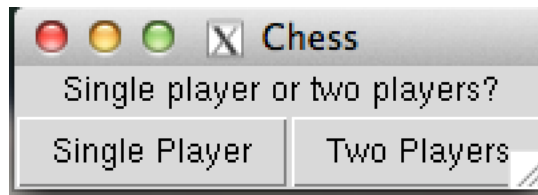
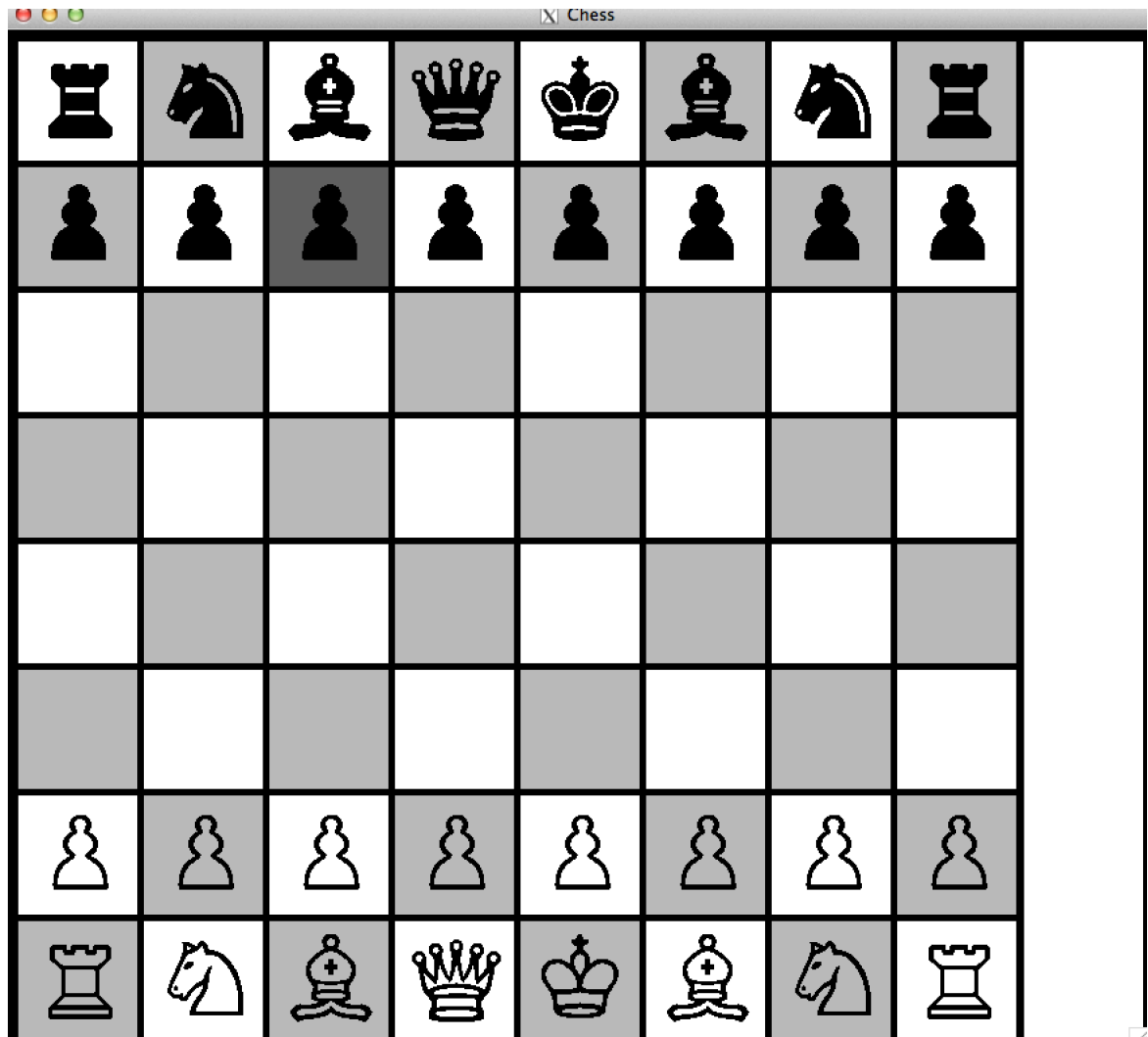


## Manual Test Plan

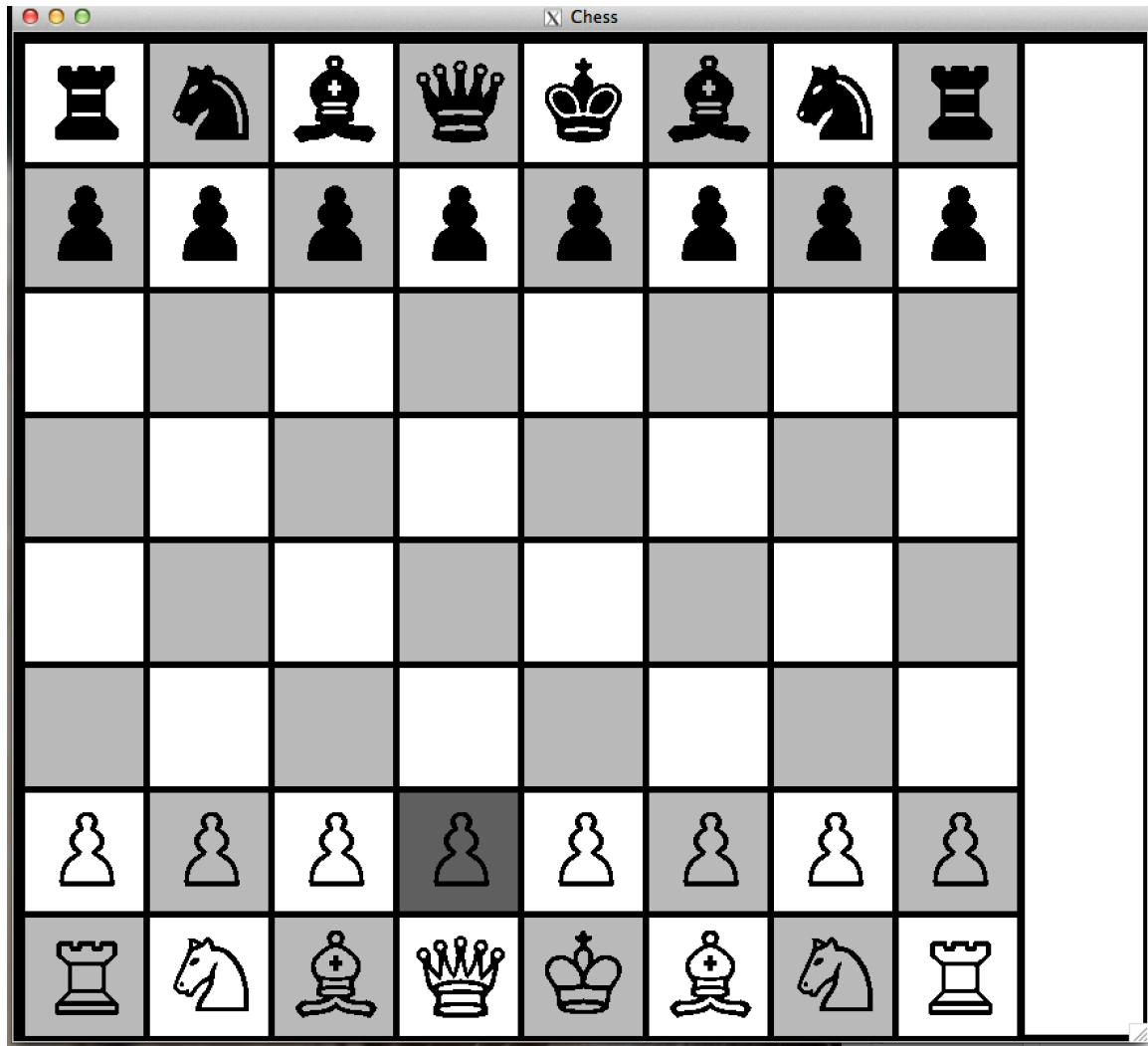
1. To begin chessGame, run GUI.py from terminal. The following window shall pop up.



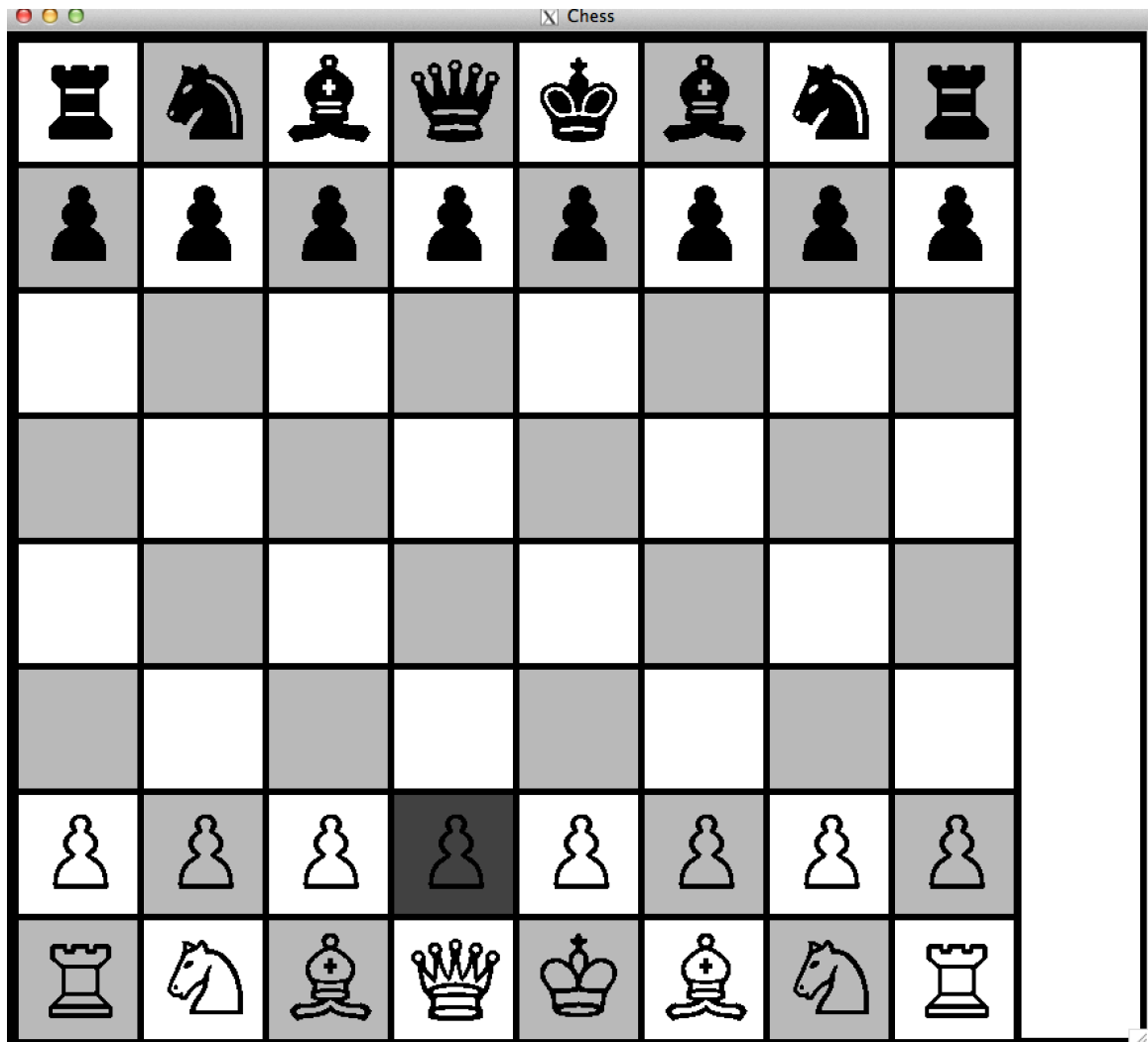
2. For this week's purposes, "Single Player" is a dummy button. To continue, select "Two Players"
3. After selection, the following board must appear. Take care to note position of pieces.



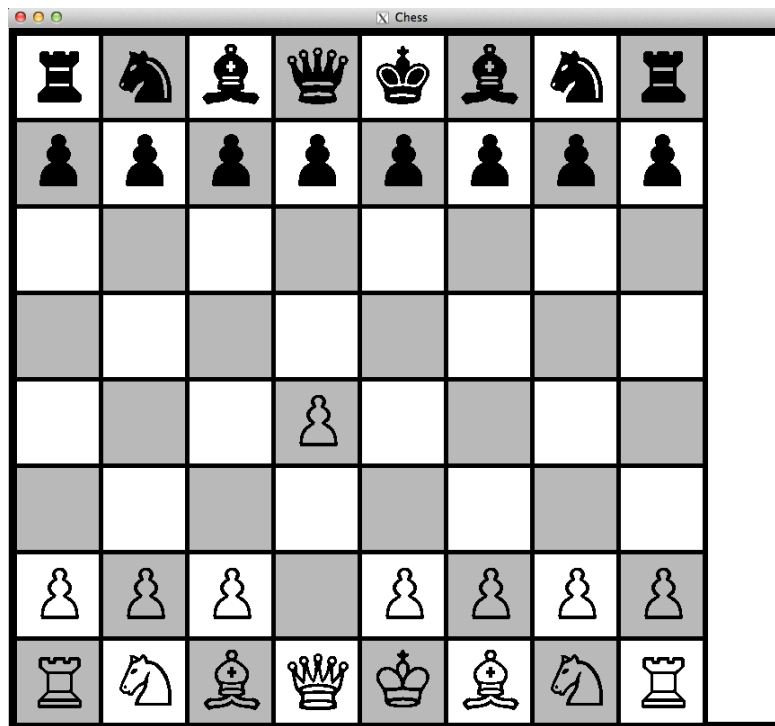
4. The white sidebar denotes the “graveyard”. Pieces that are killed are sent there.
5. Hover over a piece. When you hover over a piece without selecting it, it should be a slight gray color.



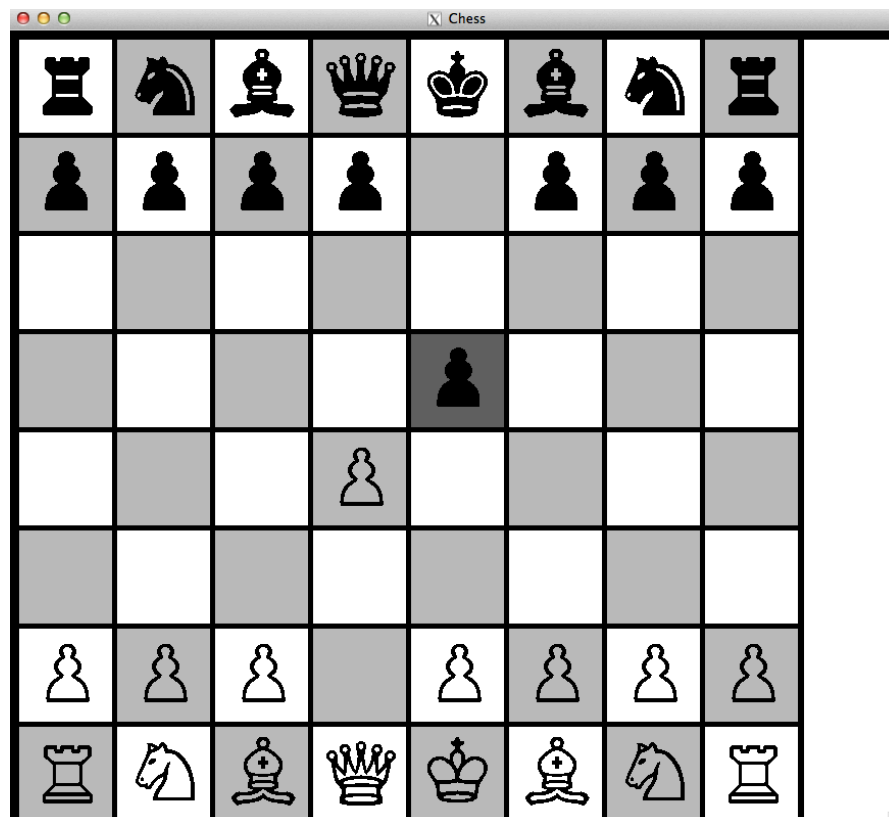
6. Now select the piece. Notice the color change to a darker gray color.



7. Move the selected piece. If you attempt to move it to an invalid location, the piece will not move. If you move out of turn, it will not allow you to select the piece.



8. Move the other piece.



9. Now let us kill the black pawn. Notice how the pawn is now placed in the graveyard.

