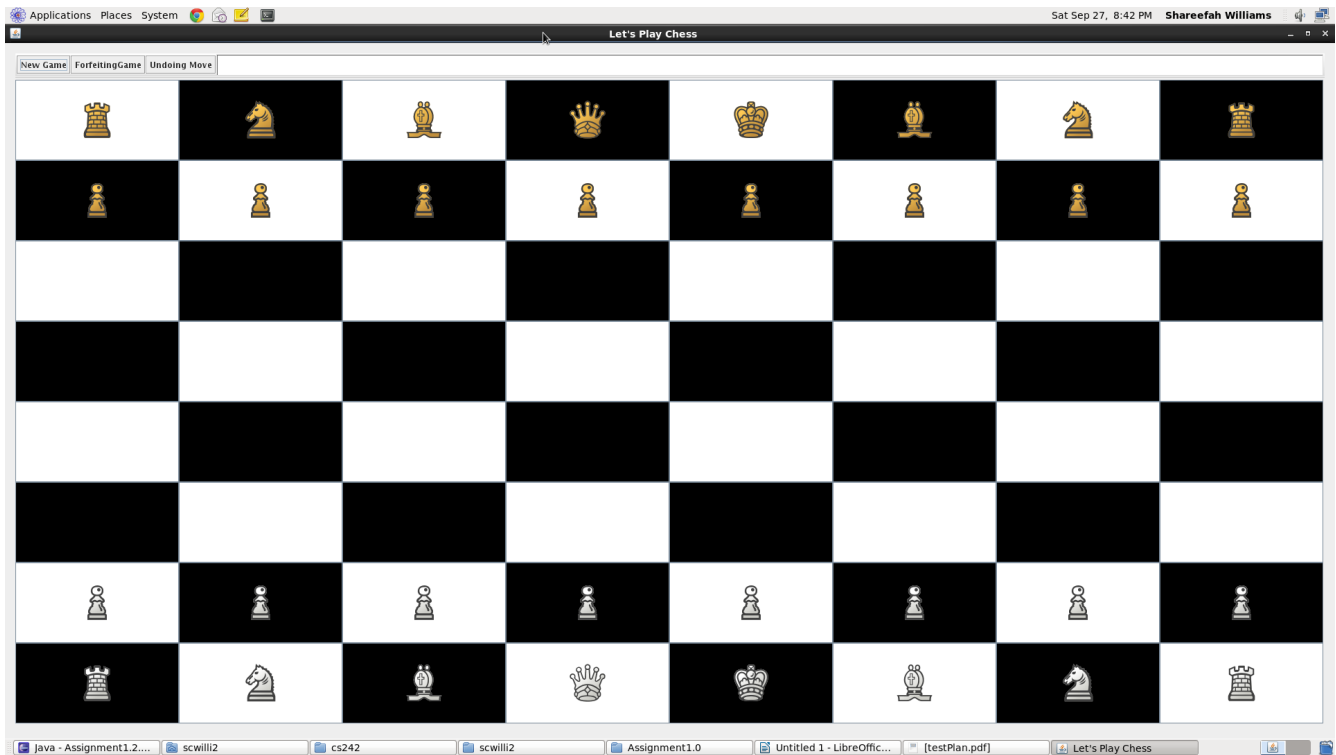


Test Plan for Assignment 1.1

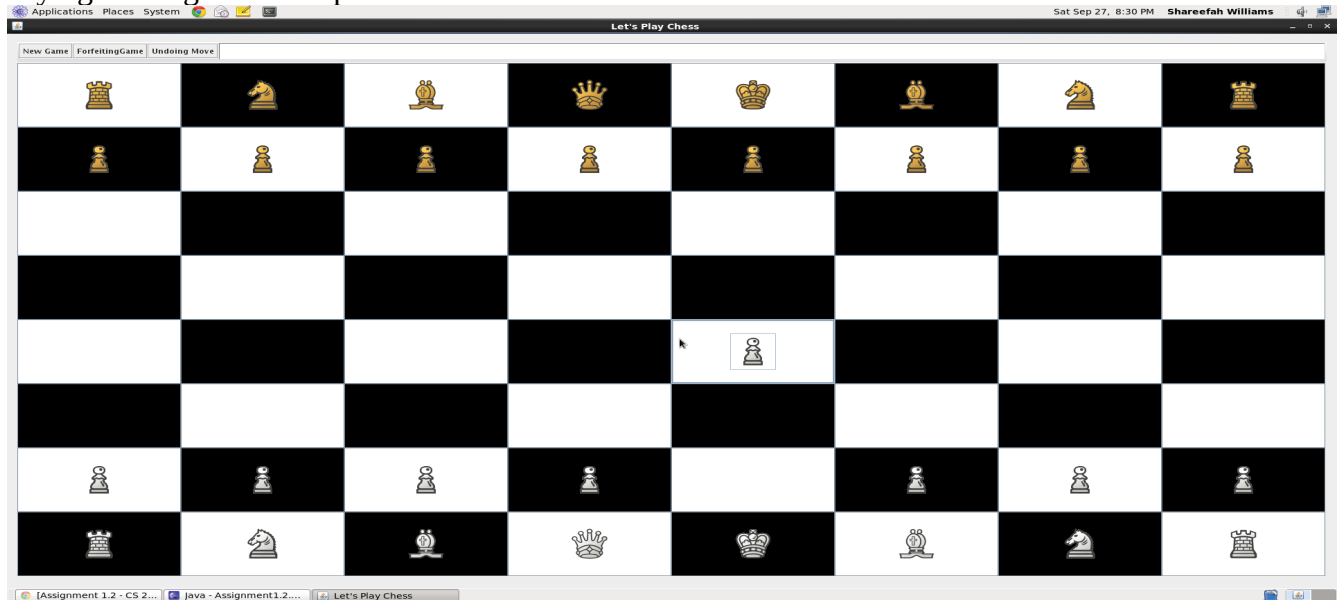


1. First you want to run your chessGUI.java file as a Junit Test.
If this is done properly your window should something like this.
2. At this pop the chess game is static, we can not check possible moves although you can see if the buttons are actually implemented right.
 - do this by hovering over each box and you should see a whitish outline.
3. Lastly check to see if the minimize, full-size, and exit buttons work. Also, look over each piece to check if they were put in the correct spot.
 - Pawn – all of row 1 and row 6
 - Rooks – all corners
 - knights – next to rook and bishops, 4 pieces
 - bishops – next to knights and (queen or king) – 4 pieces
 - queen and king next to each other
 - Queen in column 3 – 2 pieces
 - King in column 4 – 2 pieces

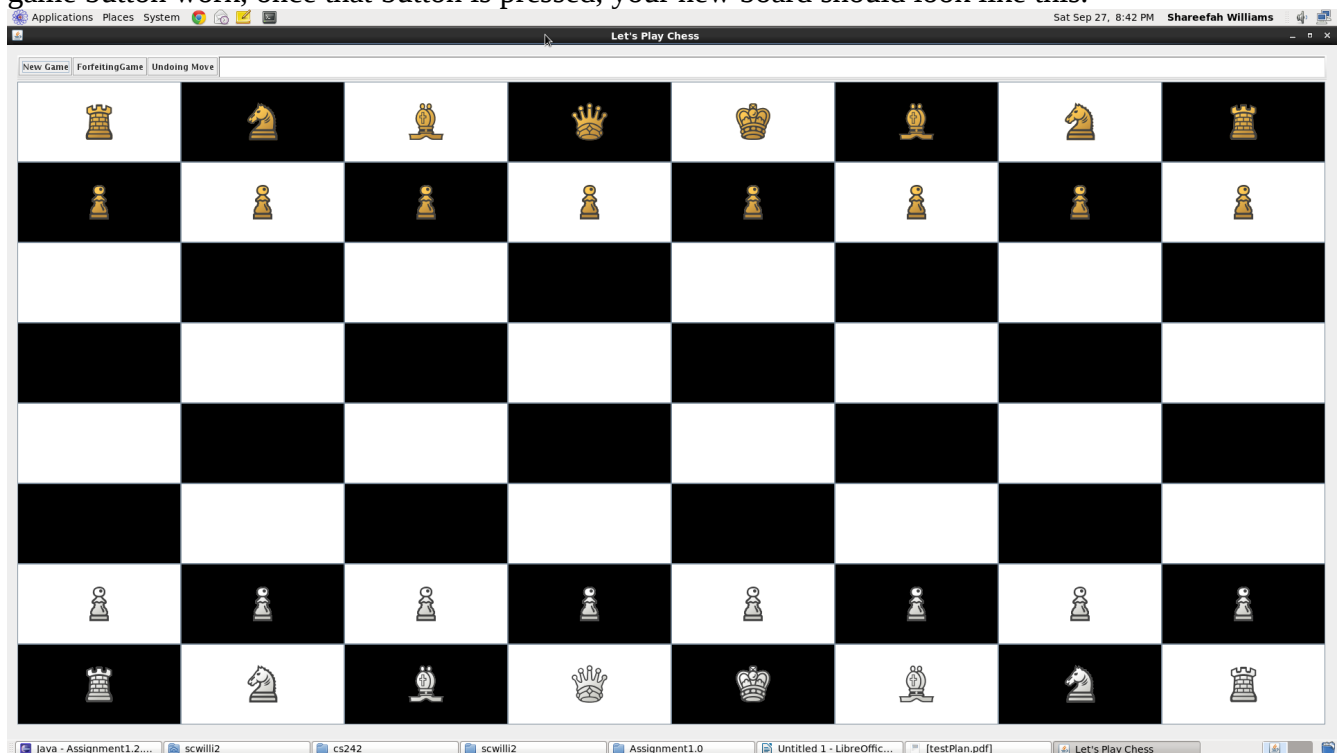
Assignment2.0

For this part of the assignment, you need to check if all the movements are working, if the undo button works, and if the new game and forfeiting button works.

Trying moving the white pawn forward.



You game should allow you take make this as a first move. Now press New Game. To see if the new game button work, once that button is pressed, your new board should look like this.



Now, try to move a black piece. If your board allows this move then it is wrong because at the start of

each game, the white player must play first.

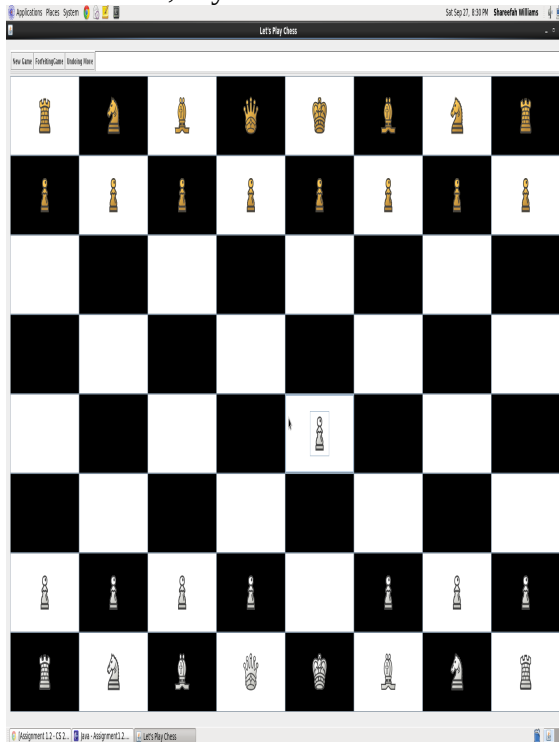
Play around with the board for a while. Check to see if all of the logic works for each piece.

For instances

- king can only move one space in any direction.
- queen can move as far as it can in any direction
- pawn can only move one spot in front of them unless capturing at a diagonal
- etc.

Also, check the undo button.

For instance, if your first move is this



undo should look like this

