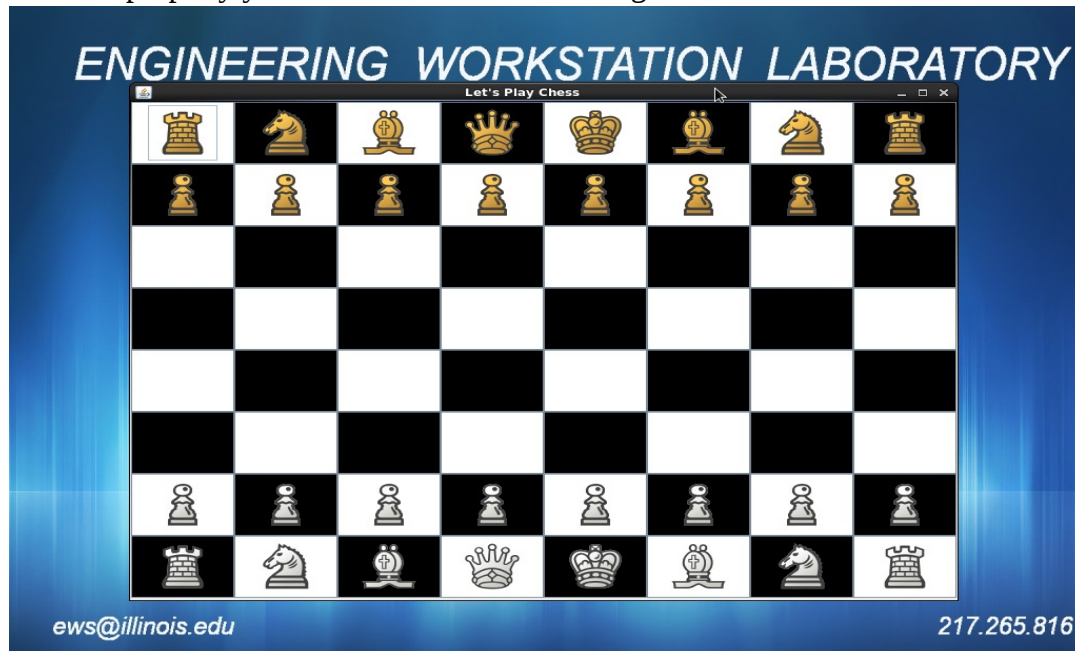Test Plan for Assignment 1.1

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