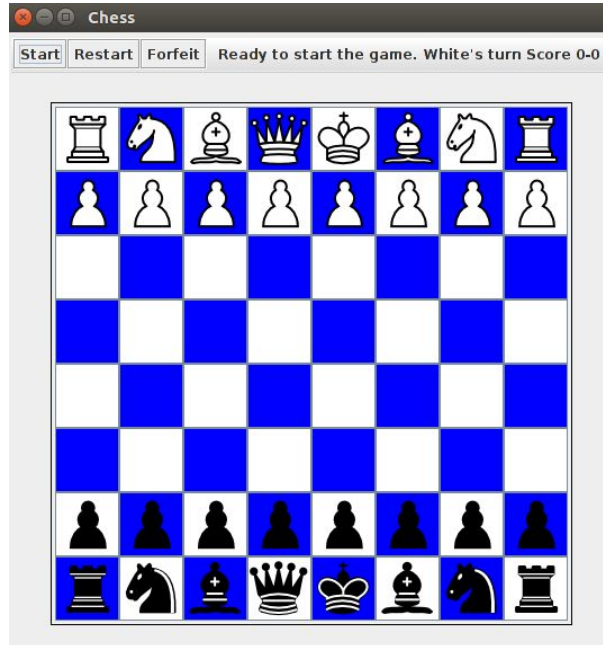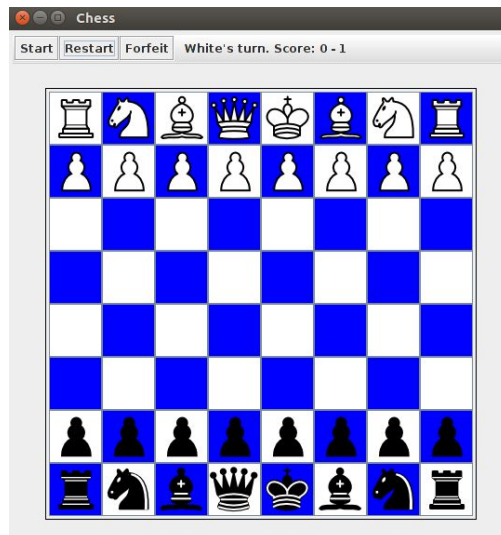CS 242 Manual UI Testing Plan
Taccio Yamamoto

Testing Toolbar functions
- **Start button**
  -
  - When clicking the "Start" button for the first time, the game should display as above. After moving the first piece, the button should not do anything.
- **Restart button**
  -
  - When clicking the "Restart" button, the UI should appear as if the game has just started. The score should not change because of the function
- **Forfeit button**

○ After clicking the button, the UI should appear as if the game has just started. The message should say which player won and the score should update accordingly.

Functionality
- **Clicking the button array**
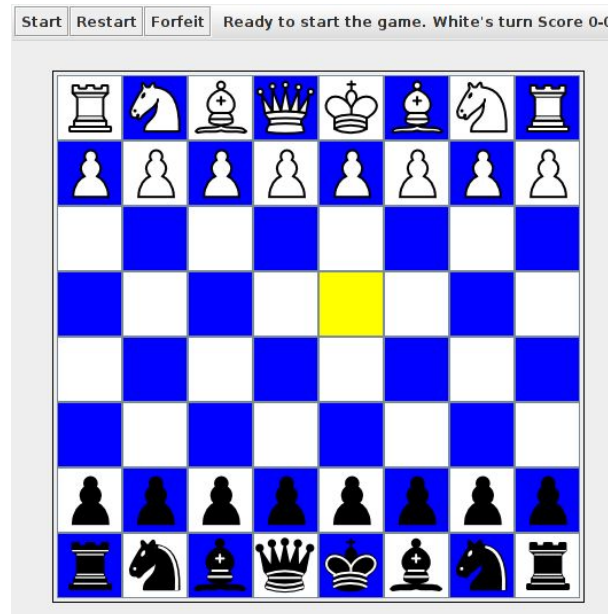
○
○ When clicking a square in the UI, the program interface should highlight it in yellow. If clicking the yellow square again, the UI should go back to the original color.

- **Moving pieces**
    ○ Illegal moves
        ■ When attempting to move a piece to an illegal location, the UI should not do anything. If clicking an opponent piece and attempting to move it, the board should not change state.
    ○ Legal moves

■
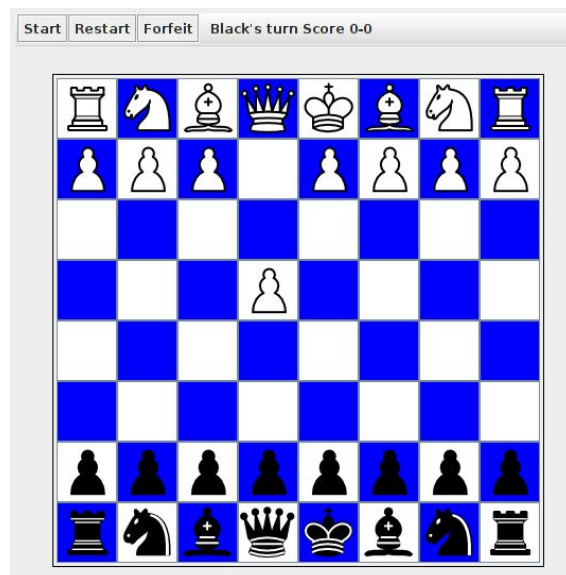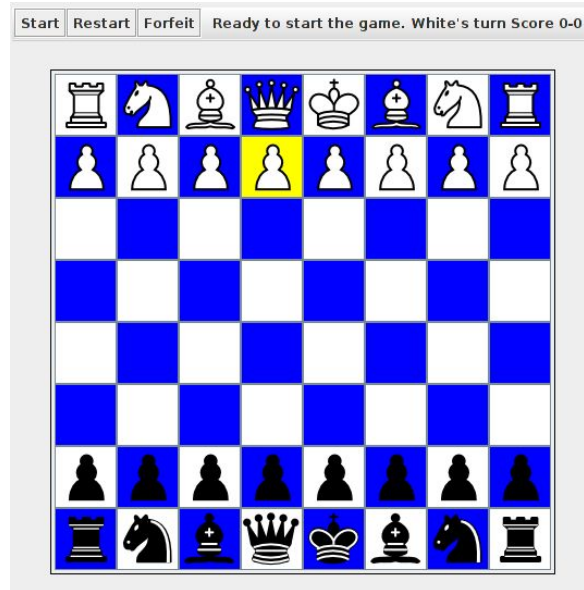
■ If the piece is able to move to a certain location, the board should change accordingly
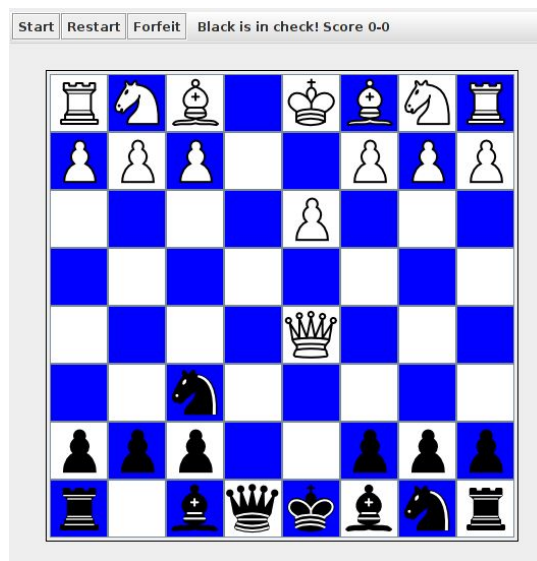
○ Eating a piece

■

■
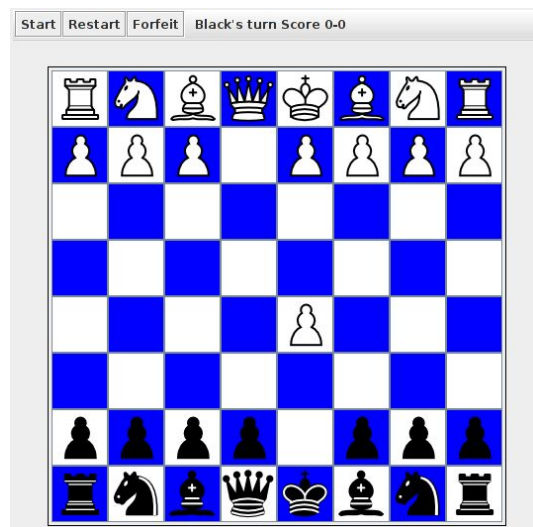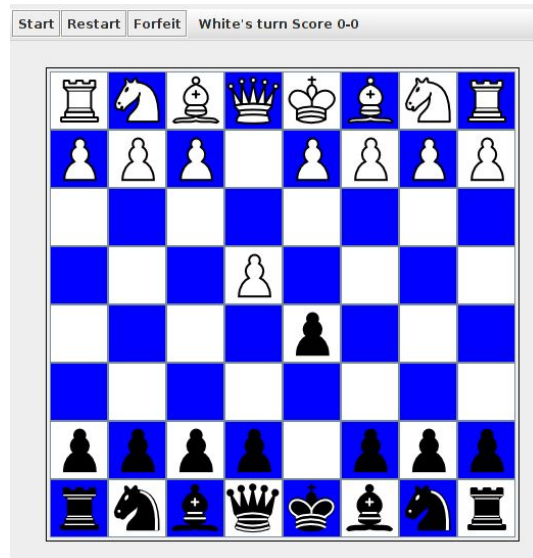
■ If the piece wants can take another piece, then the piece should move to the target piece's location

■
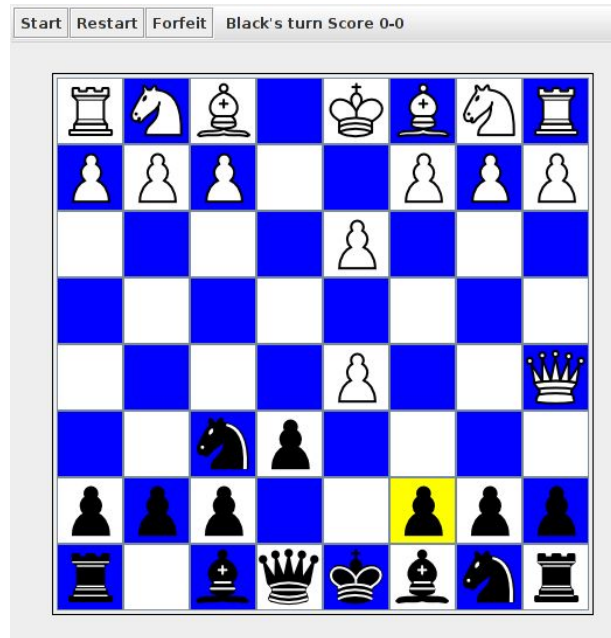
■ If moving the piece would make the king in check, the piece should not do anything

● **Check**

○

○ If a player is in check, it should state at the top which player is in check. Also, the pieces can only move if it will remove the king from check

● **Checkmate**

Start | Restart | Forfeit | Checkmate! White wins! Score: 1 - 0
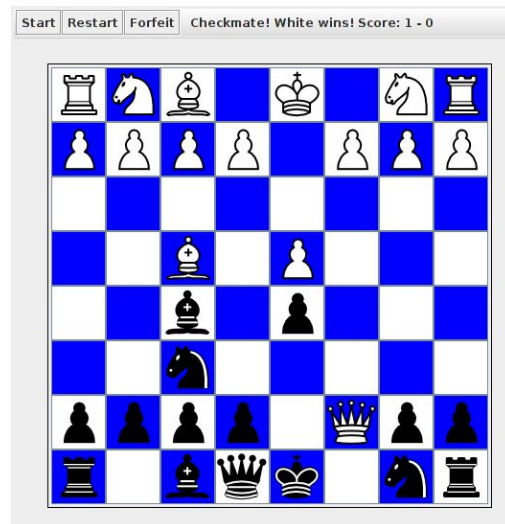
- ○
- ○ Whenever there is a checkmate, the top should state checkmate and who won the game. The game should not change state unless the "Restart" button is clicked