Test Cases

| Problem | progress/attempts | solution | Date discovered, date fixed |
| --- | --- | --- | --- |
| Shows 2 captured pieces panels | Try deleting various refresh portions of code | Stop running two files at the same time and instead combine them with no while loop | Apr. 16 |
| Running both the game code and panel at the same time within class | Tried using two threads | Stop running two files at the same time and instead combine them with no while loop | Apr. 16 |
| White being able to move black | * Found a bug using equalsIgnore case instead of equals allowing white to move both colors | * Hard coded final spot | March 19th |
| Check not working with collision and phase bug | * Created print outputs, discovered problem with move * Fixed move but still bugged on last spot | * Hard coded final spot | March 28th |
| Bishop simply not working if movement command is far enough away | * Random outputs made * Issue with for loop found | * Issue with for loop fixed and used is the creation of further completed chess functions | March 12th |
| When king is in check, invalid moves shown | * Changed a bunch of random variables back and forth and printed outputs * Redesigned the way it checks, still a bit buggy | * Redesigned way it checks and checked all pieces, still slightly bugged but operational | April 26th |
| Highlight function shows king able to move into check | * Testested out library function on it’s own, determined how it worked | * Realized the library wouldn’t allow a certain move, made adjustment in function to fix | April 23rd  April 27th |
| Hardware thread sleeping issue | * Tried initially just increasing it on different computers | * Added if statement to create variable amount of sleeping, removing hardware dependency | April 21st  April 27th |
| Could not use move function on different board arrays | * Tried different array combos | * Changed it so it used parameters instead of static variables | Apr. 29 |
| AI chess pieces move instantly | * Solution was only attempt | * Ran AI move on separate thread | Apr. 29 |