

It is the screenshot when game begins. And of course the white goes first.



Illegal move for white if we try to move pawn on diagonal.



If Black forfeits the game, the score will change from 0:0 to 1:0.



If we restart the game, the score will tie again.



Screenshot after white moves: It shows it is black's turn.



If we try to move white pieces successively for two turns, it will show the notification that it is black's turn and it is illegal move for black:



And it is the test for undoing last move:





We can try to change player white's name.(Same for Black)



Simple test that knight can move on "L"

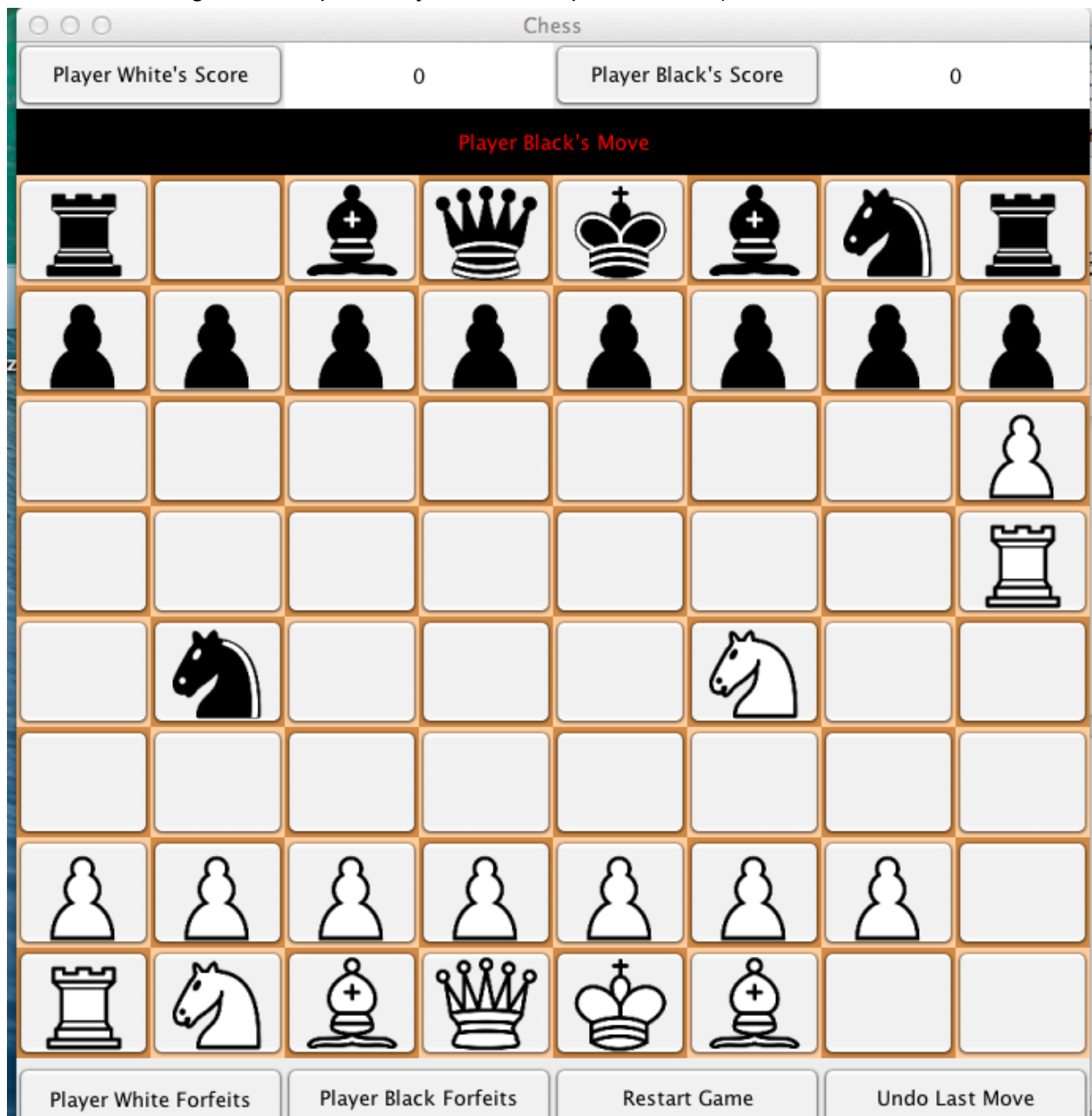


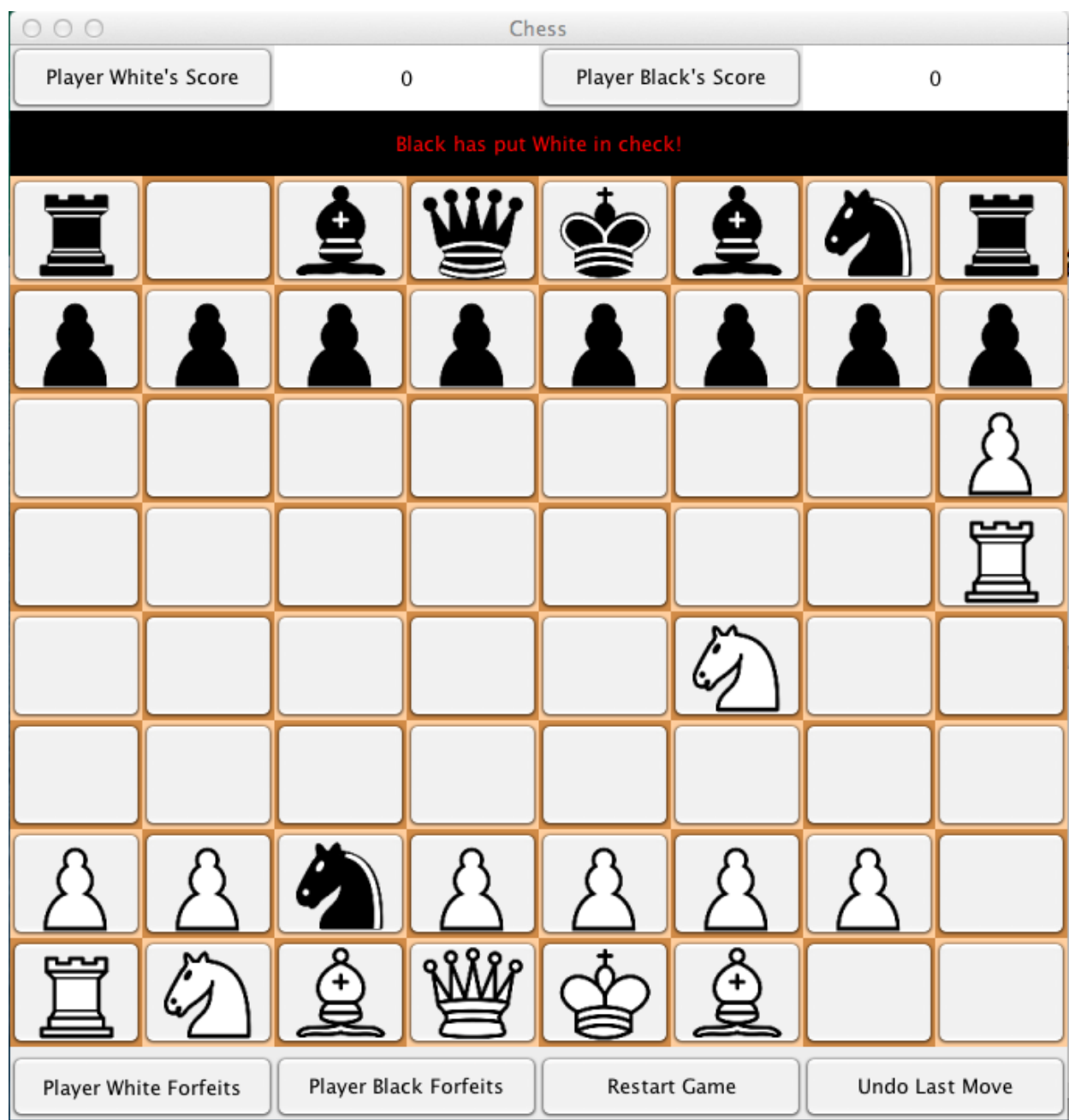
Two successive screenshots to show rook can move any number of steps in front of it but not overleap others.





Two successive screenshots to show black's knight capture white's pawn.(And white is also in check as the king will be captured by the next step if not move)





A simple sample for black is in check:





Any move for any other pieces are illegal for black now but can only move king to avoid the check:







THE END...