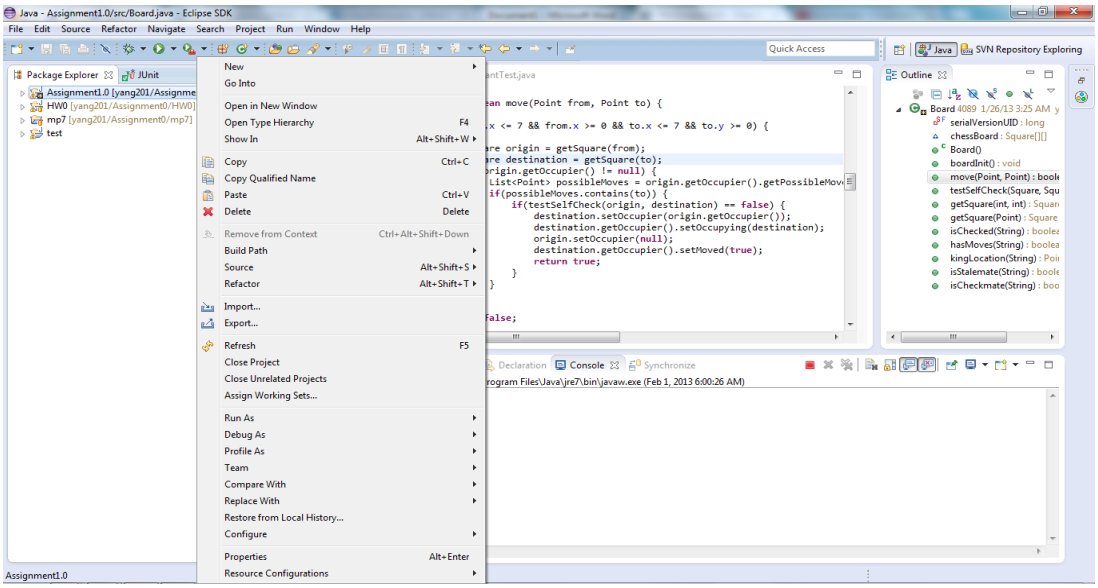
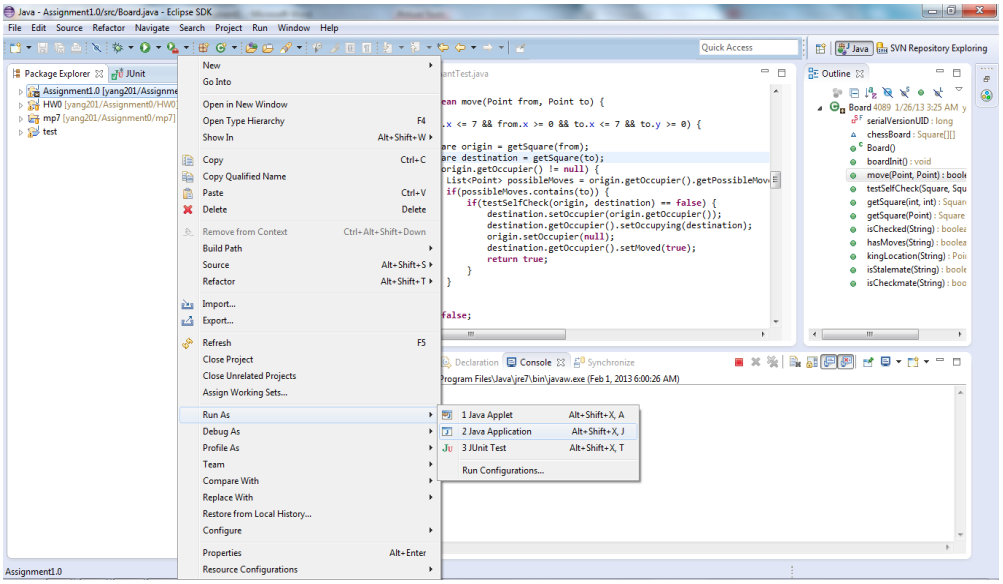
Manual Test Plan

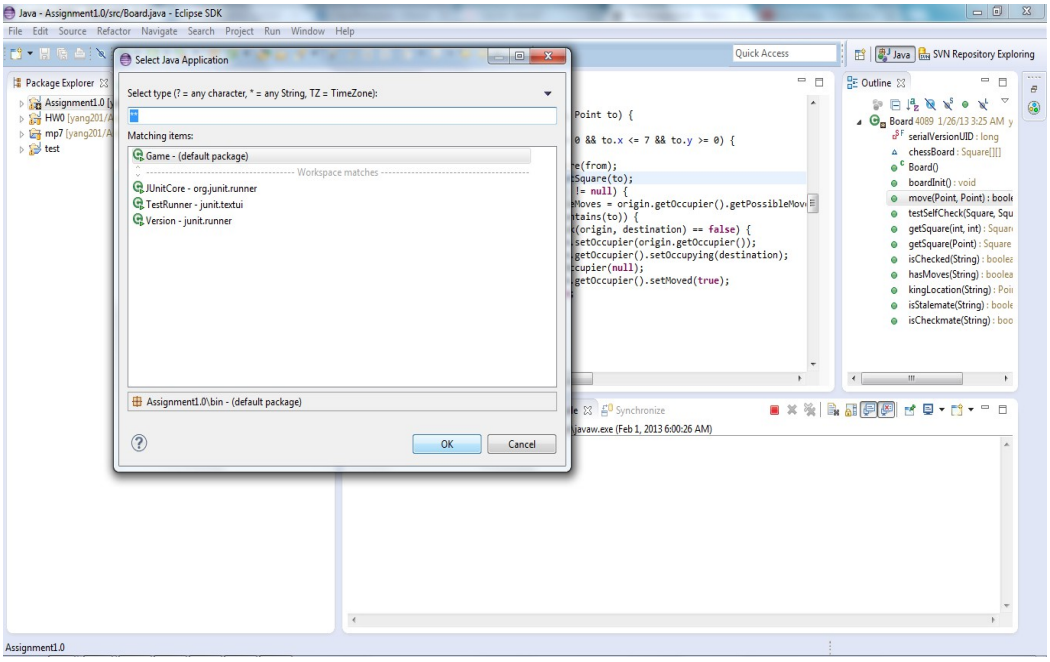
1. Right-click the “Assignment1.1 folder in the Package Explorer Pane on the left side of the Workspace



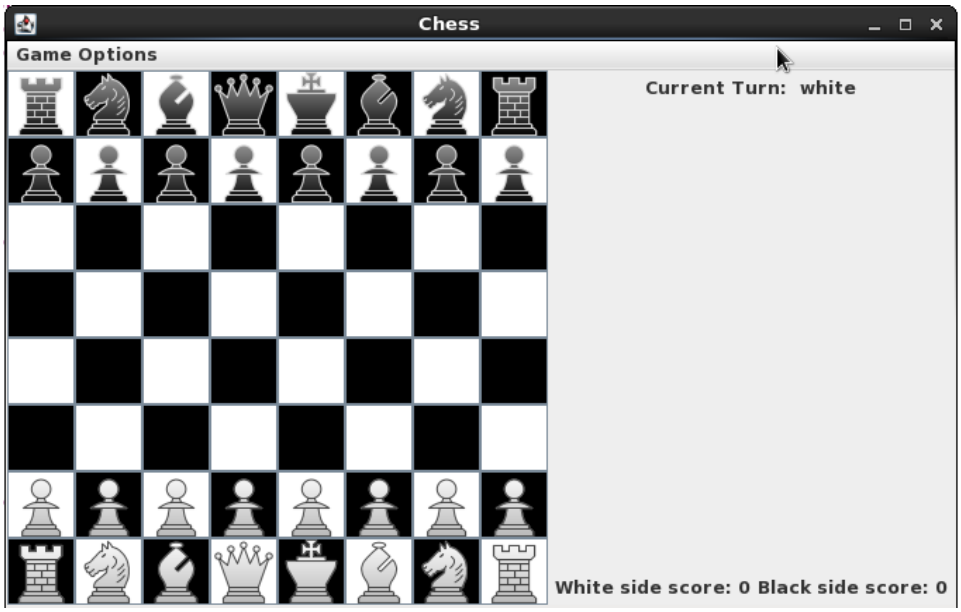
2. Select “Java Application” under the “Run As” menu



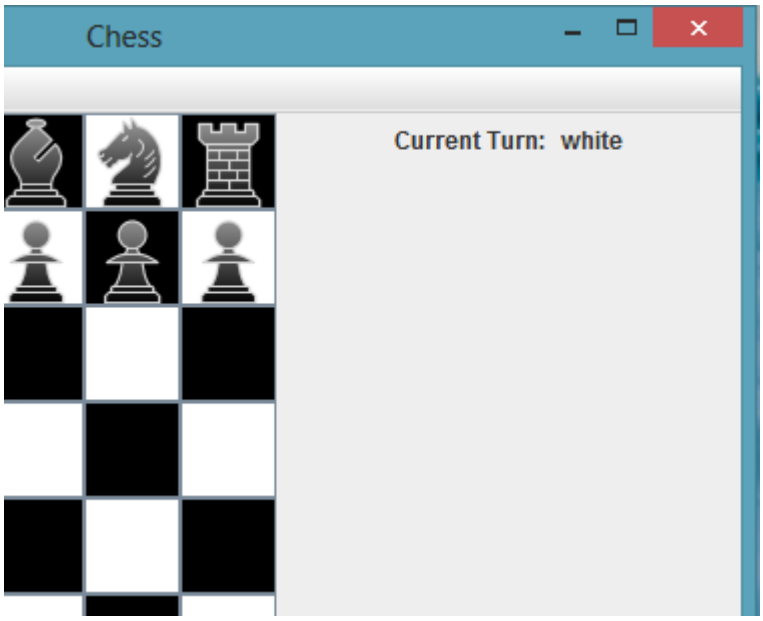
3. Select OK with “Game-(default package)” selected



4. A panel containing an eight-by-eight grid of alternating black and white squares should appear with chess pieces in their appropriate starting positions, along with an information box holding the score and the current turn.

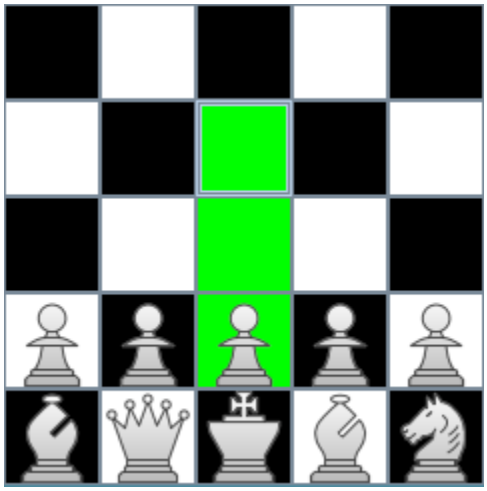


5. On the top right of the information box there is a Current Turn display, where the side that is able to move is shown. Only the pieces that share a color with the turn can be selected and moved. After a side moves the current turn display will switch to the opposite side. You will see this change in the tests below.

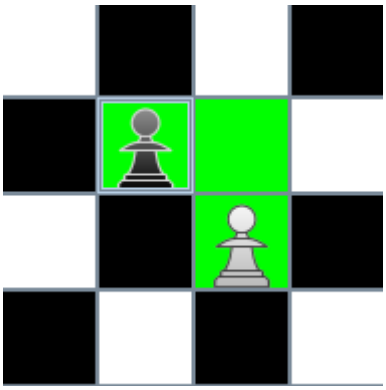


6. On the bottom right of the information box is the current score, or how many times that side has been victorious, whether through checkmate or forfeit. You will see this change in the tests below.

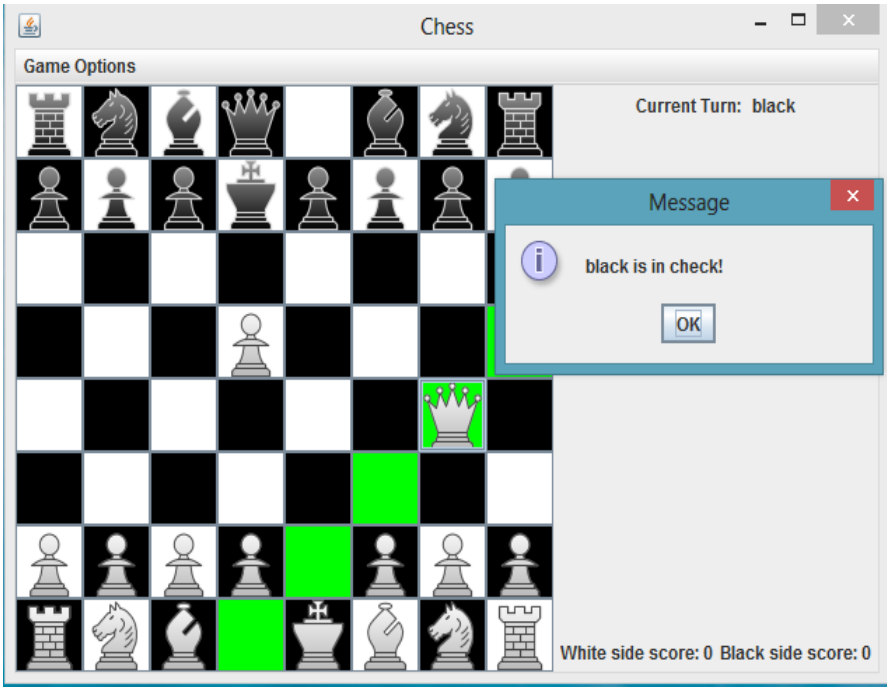
7. To move a piece, first make sure that the piece in question is the same color as the current turn. If it is, then it can be selected. Selecting a piece highlights all of that piece's possible moves in green. To move that piece, click on a green square, depending on where you would like to move. If you change your mind about moving that piece, and would to perform an alternative action, select the piece again to deselect it.



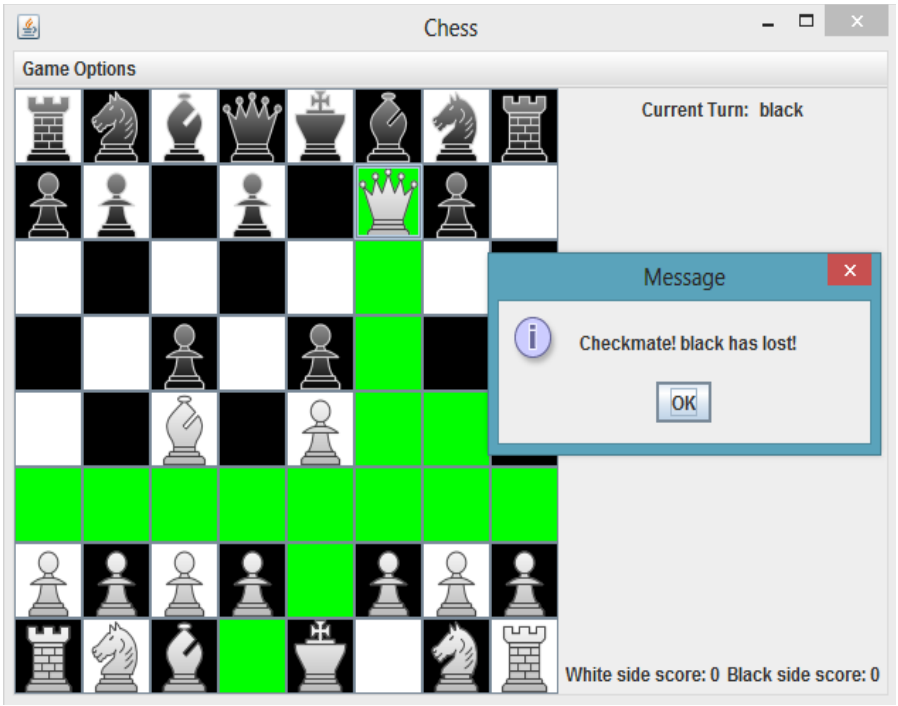
8. To attack an enemy piece, when you are in the process of moving a piece, click on a piece of the opposite color to kill it.



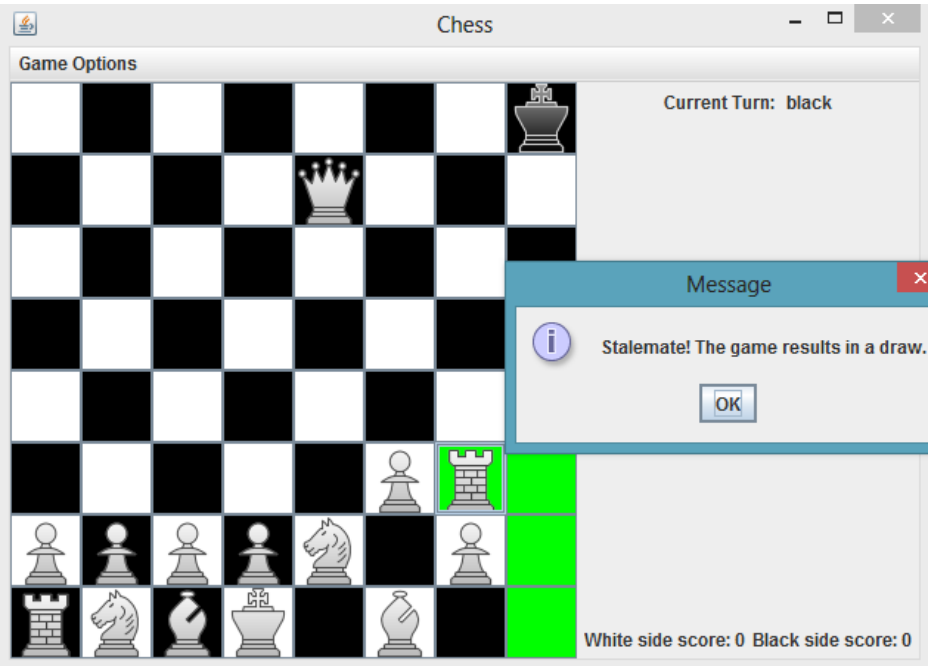
9. When a side is checked, a notification will pop-up at the beginning of their turn telling them so. When that happens, only pieces that can help avoid the check can be moved.



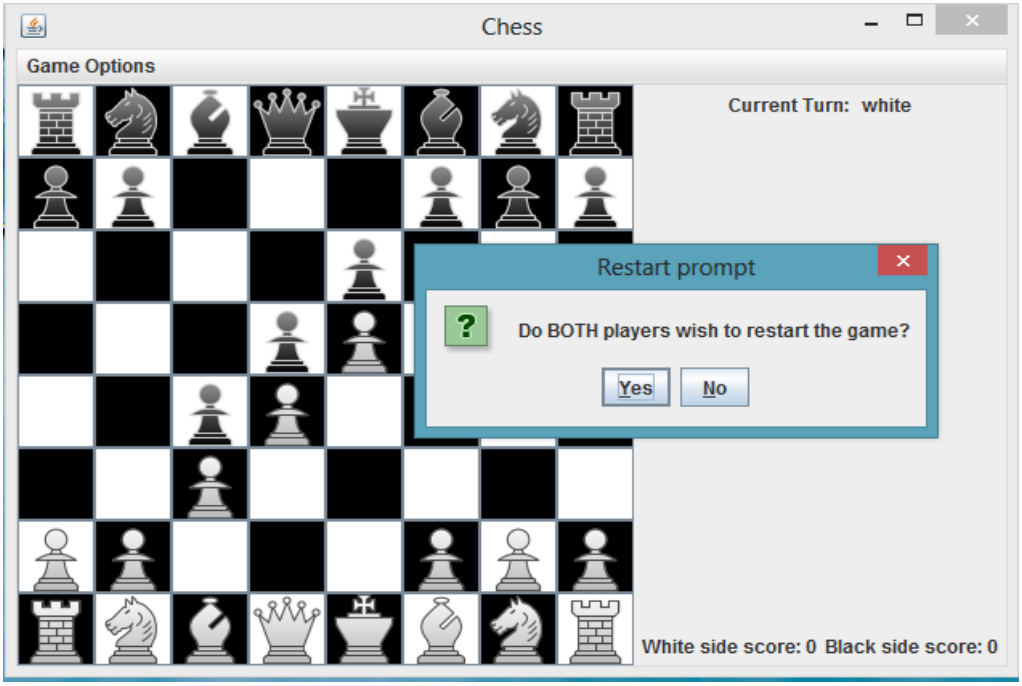
10. When checkmate occurs, a notification will appear. The board will then be reset and the winner's score will be incremented by one.



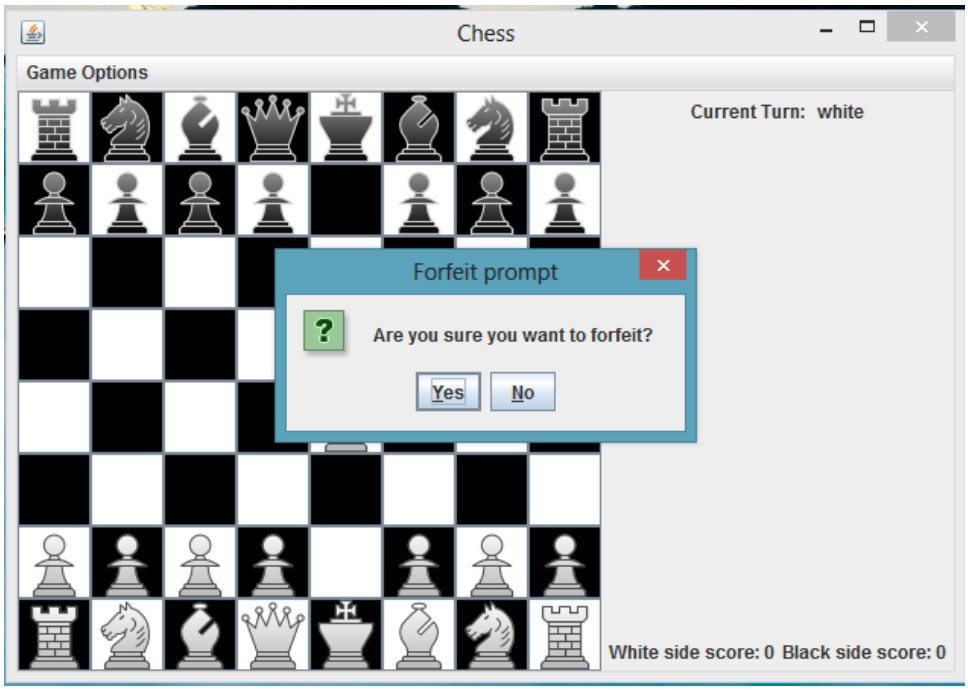
11. When stalemate occurs, a notification will appear. The board will then be reset. No scores will be changed.



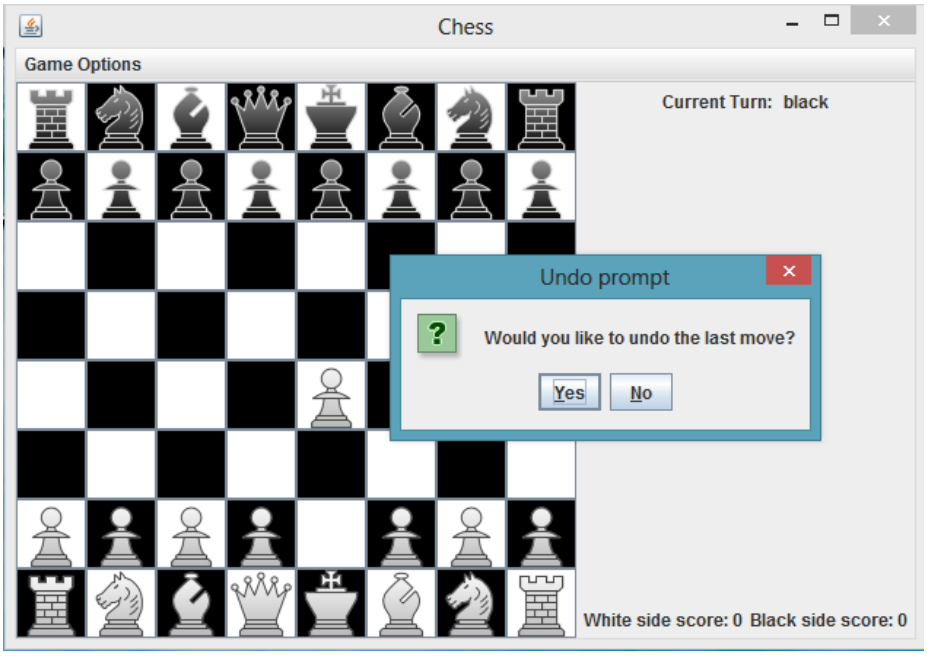
12. In order to restart a game, click the Game Options menu bar and select “Restart”. A dialog box will appear confirming that BOTH players would like to restart. If both players accept, the game will reset, and no scores will be changed.



13. When a side wishes to forfeit, click the Game Options menu and select “Forfeit.” A dialog box will appear confirming that your side would like to forfeit. If you accept, the game will reset, and your opponent's score will be incremented by one.



14. If you would like to undo a move, click the Game Options menu and select “Undo.” A dialog box will appear confirming that you would like to undo the last move. If you accept, the move will be taken back, and the turn will switch.



15. If you would like to undo a move, click the Game Options menu and select “Custom Restart.” A dialog box will appear confirming that you would like to reset the board with custom pieces. If you and your opponent accept, the board will reset with custom pieces.

16. If you would like to exit the game, click the Game Options menu and select “Exit Game.” A dialog box will appear confirming that you would like to exit the game. If you accept, you will exit the game.