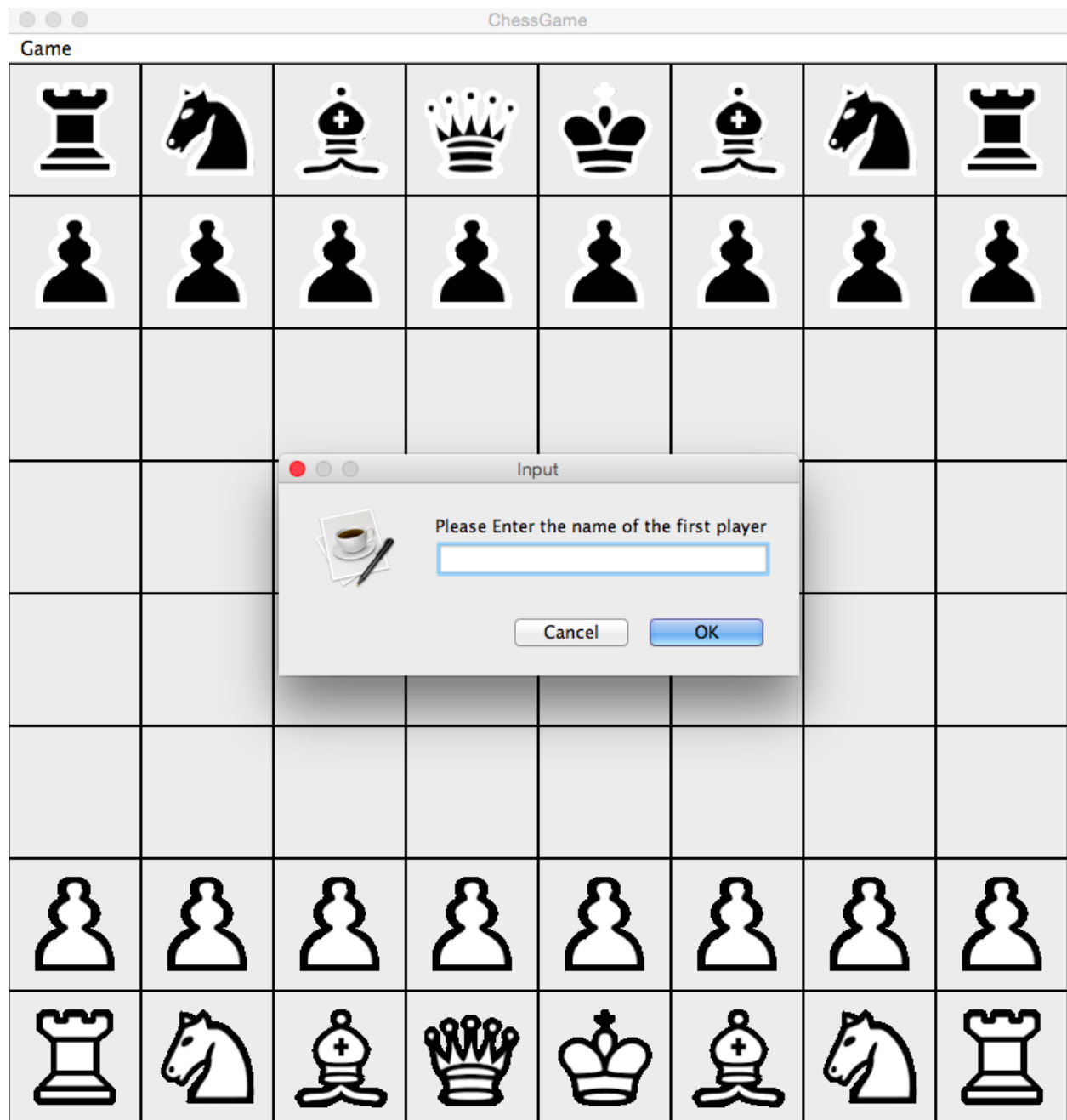
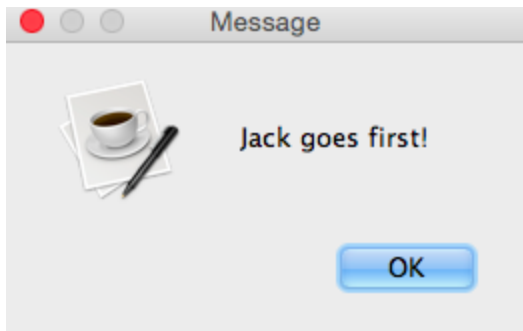


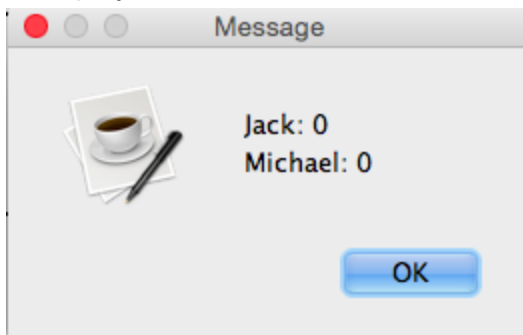
1. Open the Chess App by running ChessGui.java under src/view, a Chess app should be shown



2. Enter the name of two players. For example, we let Jack be the first player and Michael to be the second. A dialog box should be shown in the screen.

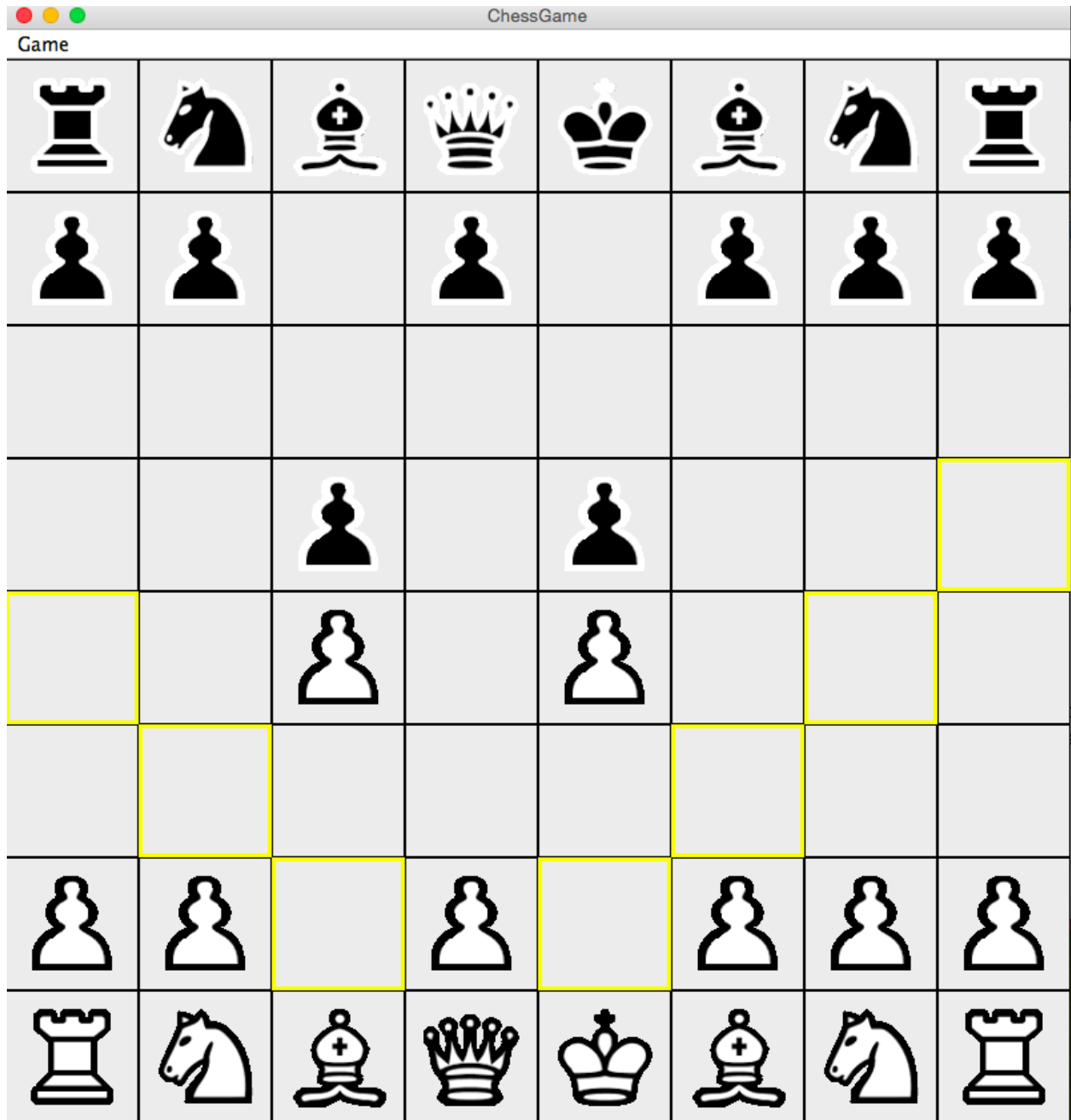


3. Go to the top-left corner. From the Game MenuBar, select 'Score'. A dialog box showing each player have score 0 should be shown.



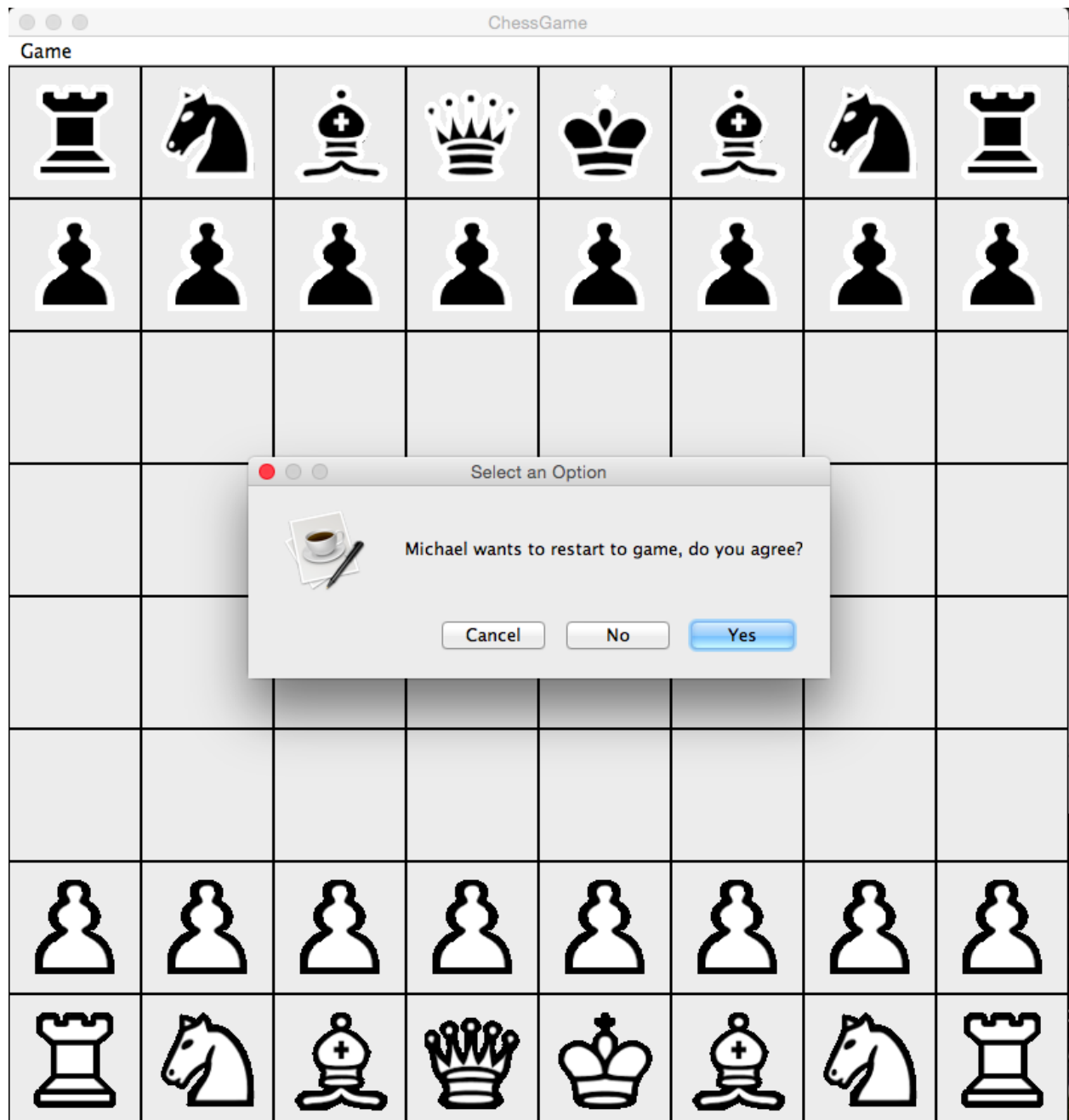
4. Jack should go first. A player can move any pieces of him if there are possible moves of that pieces. If he clicks on squares with piece of the other color or empty space, the game should stay still. If he clicks on his own piece, all squares that piece can move should show a

yellow boarder.



5. If a player clicks on Restart, a dialogue box should show to ask whether the other player agree with this action or not. If he clicks on Forfeit, a dialogue box should show to ask whether he is sure or not. If he clicks on NewGame, the game will restart directly.

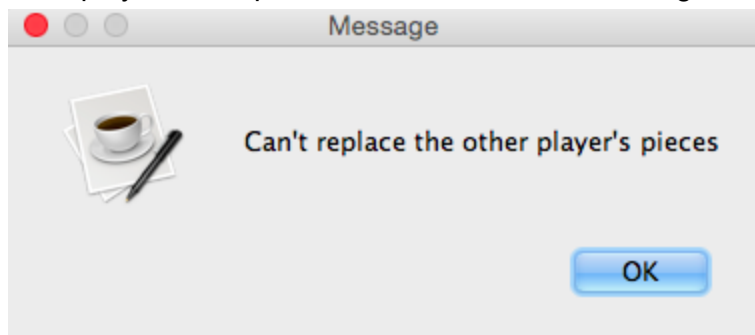




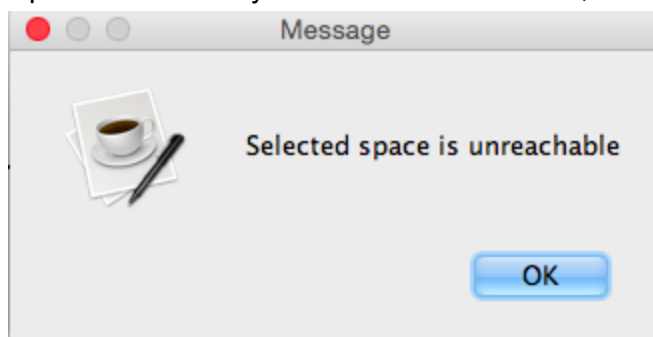
The game should return to the starting state, and the first player should rotate. Each player will get 1 more point if this is a Restart. If this is a Forfeit, the player that accept Forfeit should get one more point.

6. Player can add customer pieces by clicking on CustomerPiece and enter the rank and file he wants to add the piece in. He can replace his own piece by the customerPiece or add the customerPiece to an empty square. However, if the selected square contains pieces of the

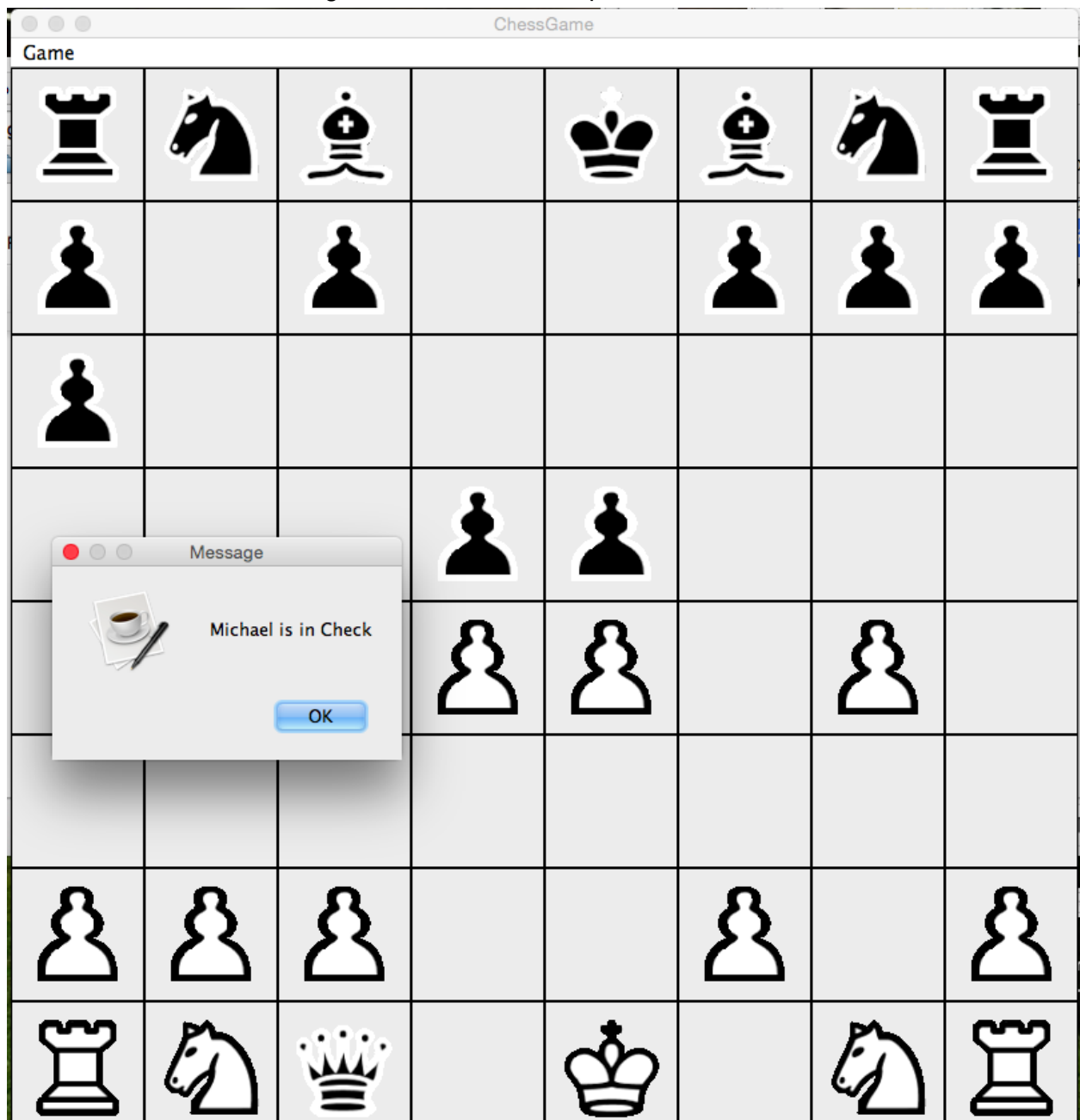
other player, attempt will be terminated and a dialog box should show.



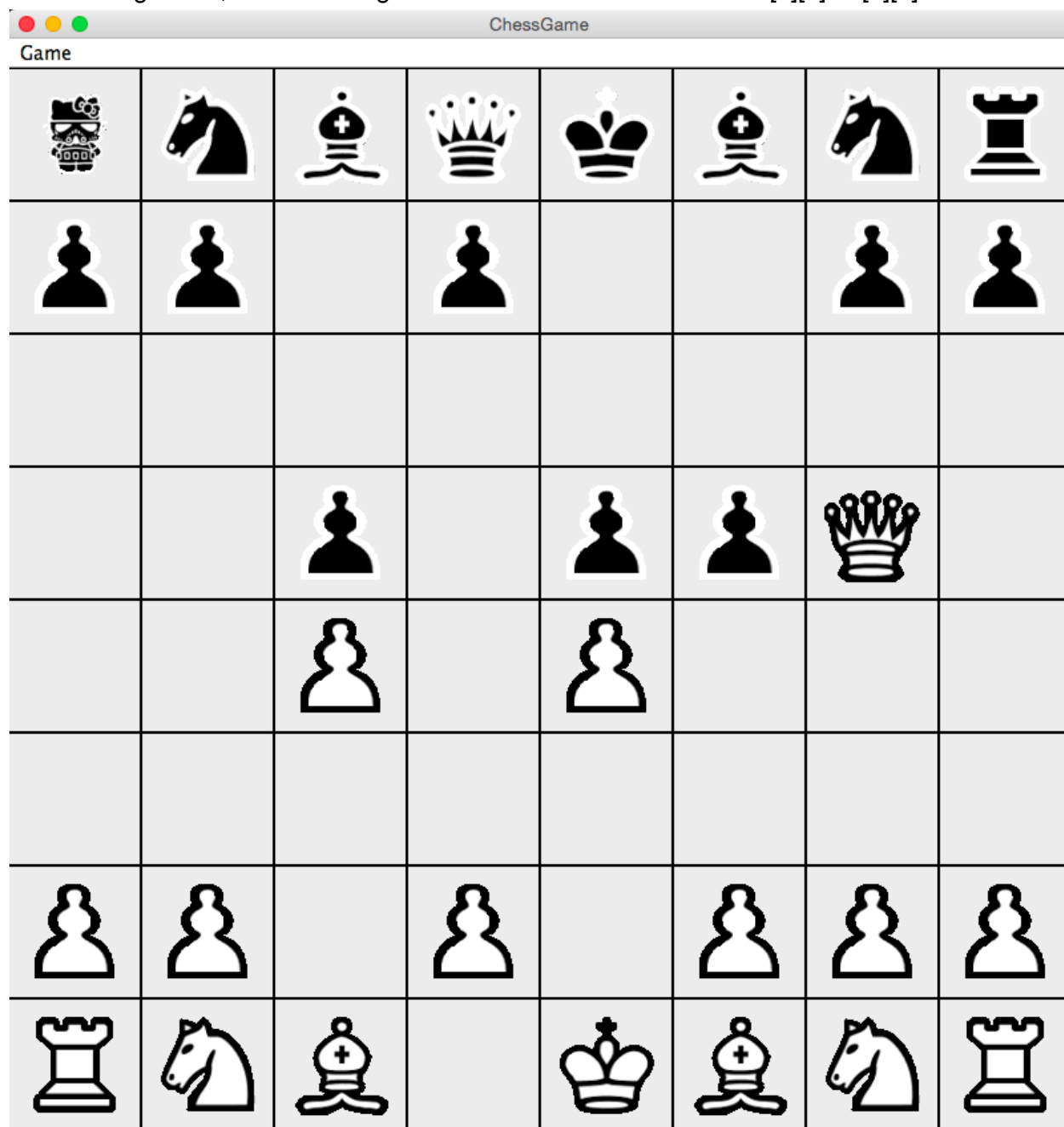
6. Now the player can move his own pieces! He should be able to move his pieces to any squares that have yellow border. Otherwise, a dialog box will show up.



7. If there is a check, a dialogue box should show up.

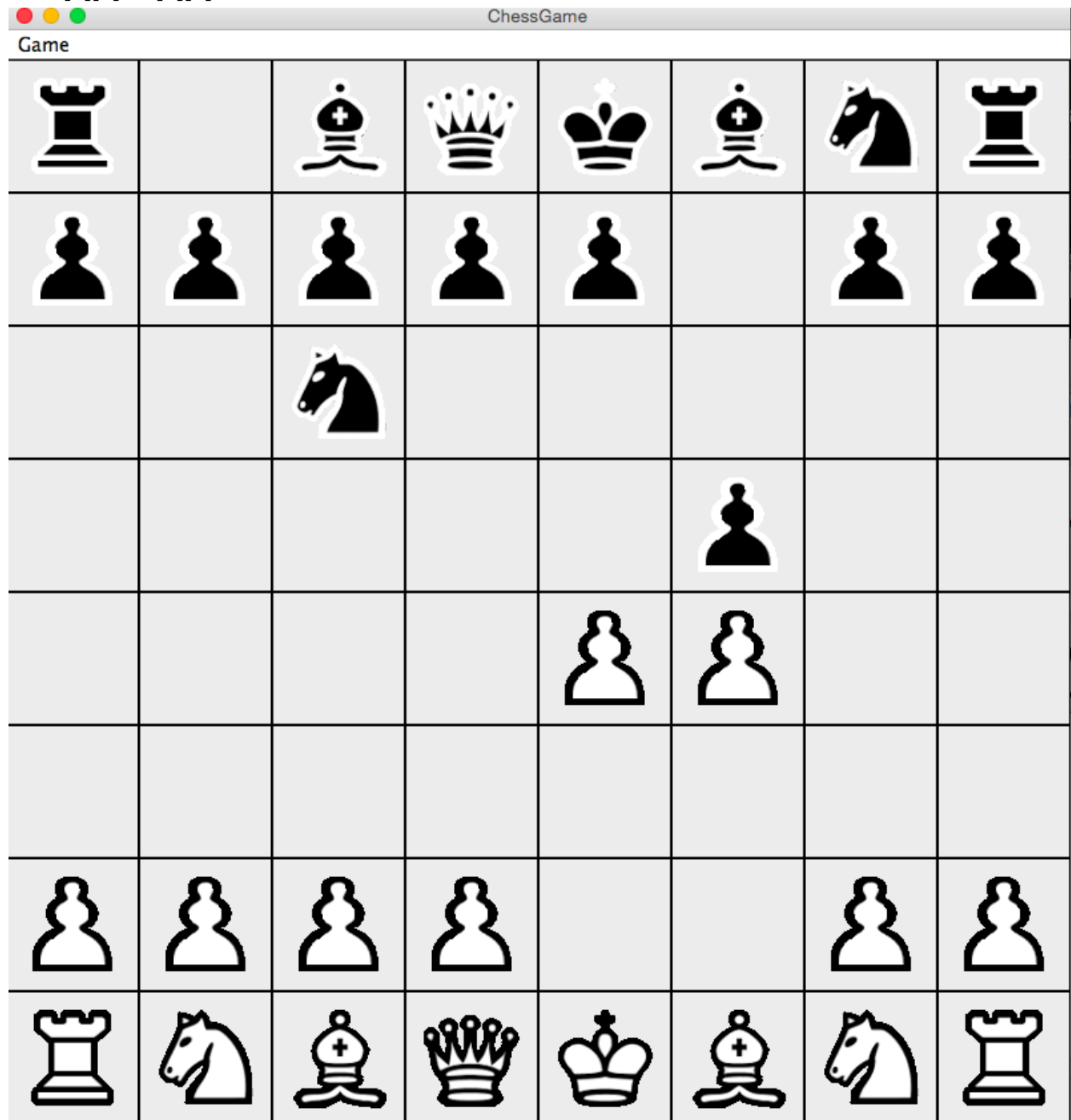


Player should not be able to make some moves that cause Check circumstance of himself. In the following board, the black king should not be able to move from [0][4] to [1][4].





8. Checkmate. In the board shown as follow, white will seize a checkmate if the queen move from [7][3] to [3][7].

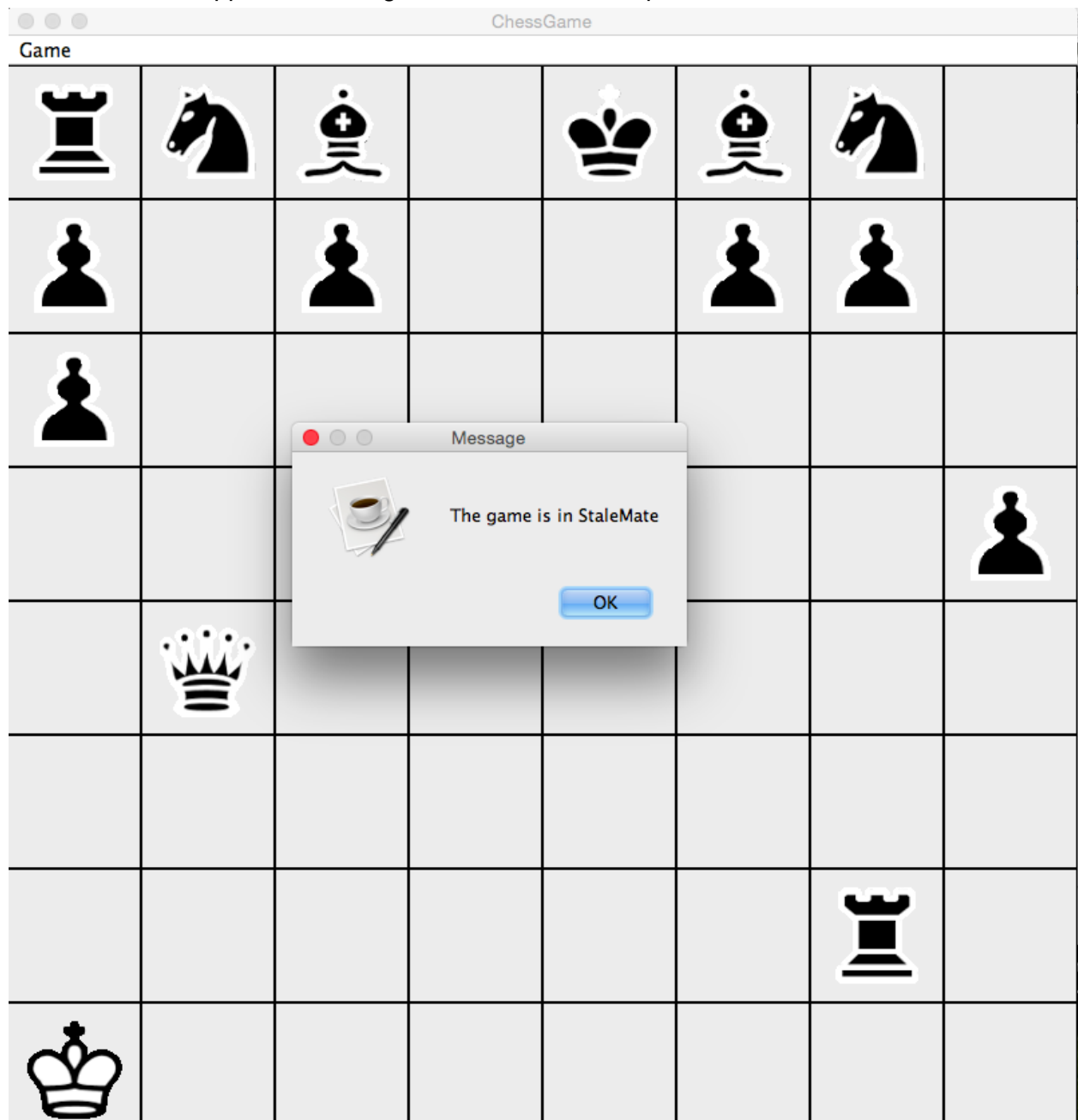


After moving to this specific square, a dialogue box should show up. Any pieces should not be able to be moved now.



Michael should get one point.

9. If a StaleMate appears, a dialogue box should show up.



Each player should get one point.