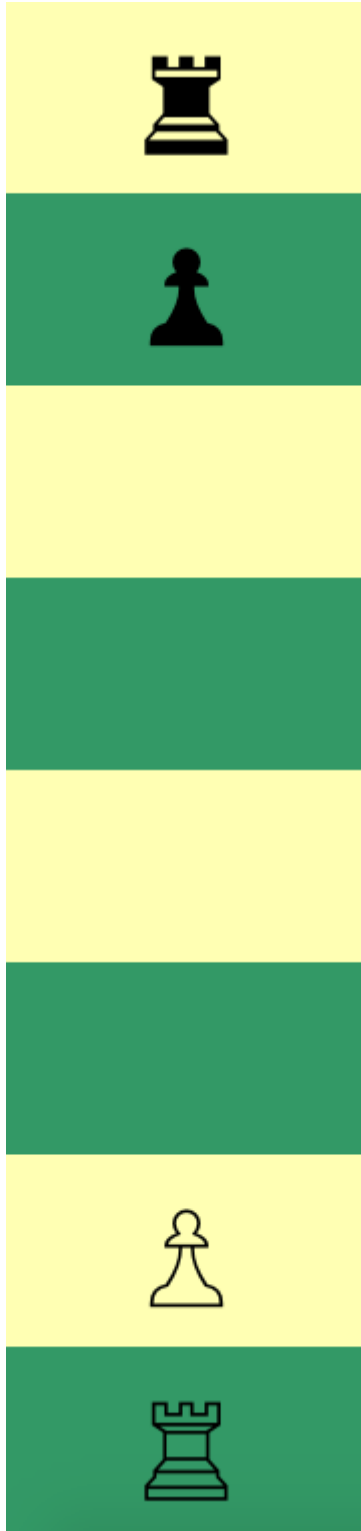


- 1) The entire board should load after you run main in BoardController.java -- that is, you should not have to maximize any windows to see the board layout.



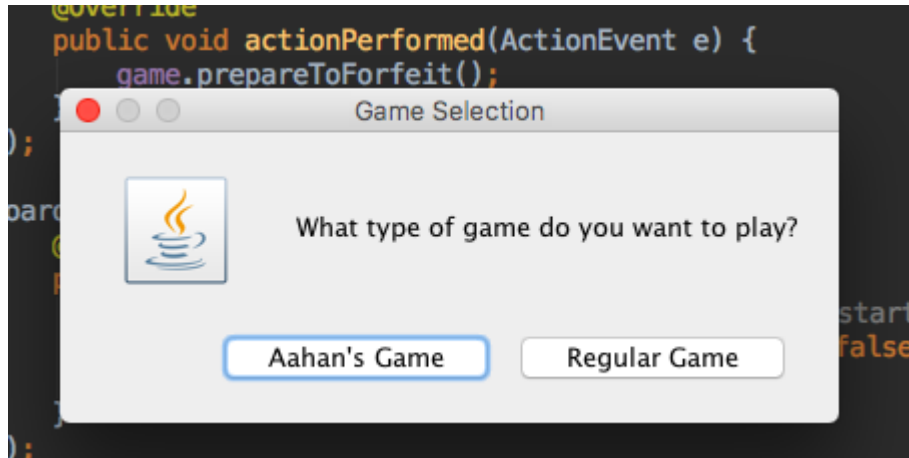
2) The left-most, bottom-most piece for a player should be a rook on top of a green square. It is important that the square be green.



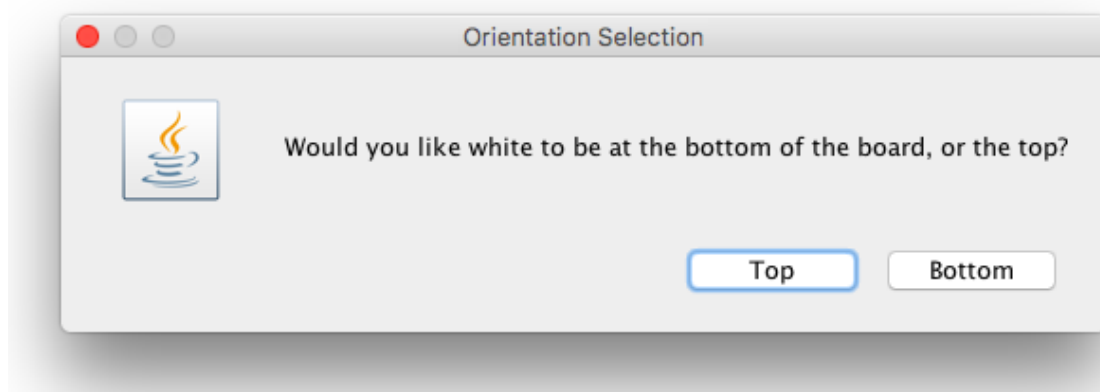
3) The pieces should be correctly laid out.



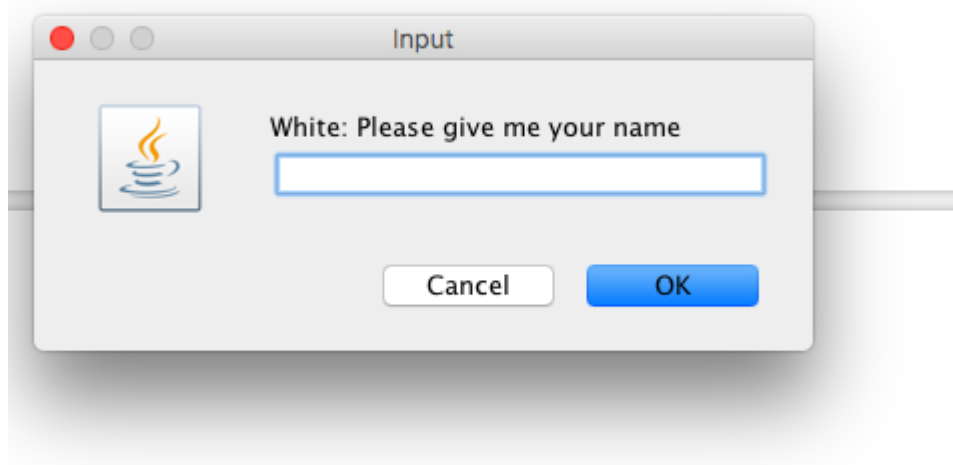
The options panel should have these options on it.



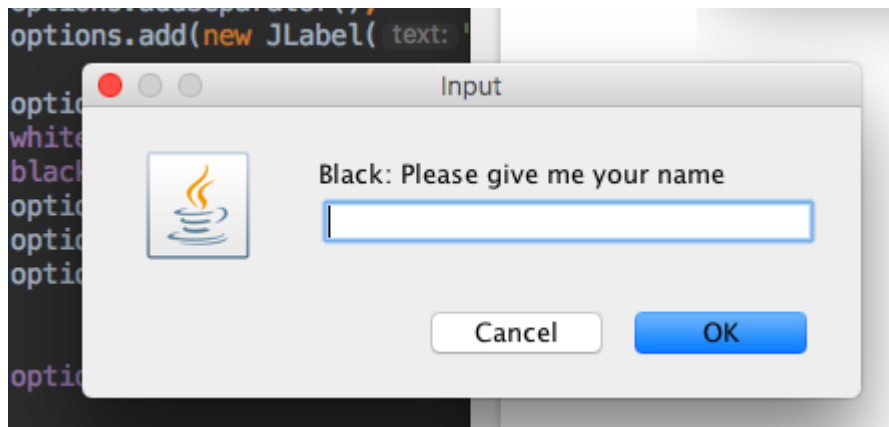
5) This should be the first option



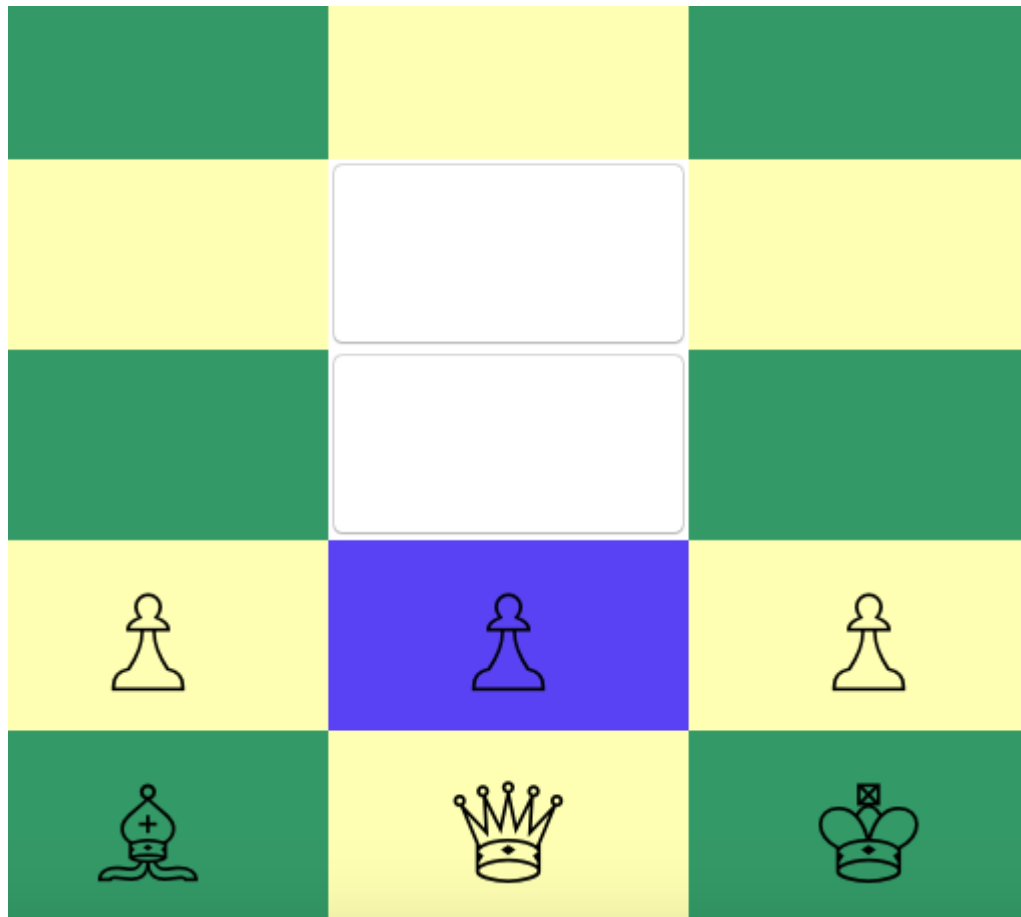
6) This should be the second option.



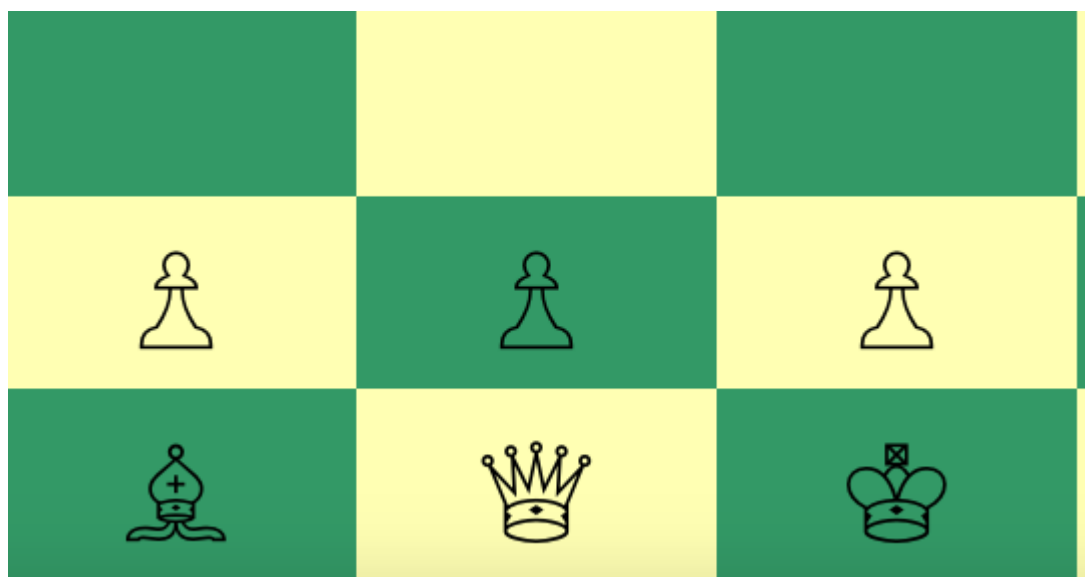
7) This should come next



8) This should come next

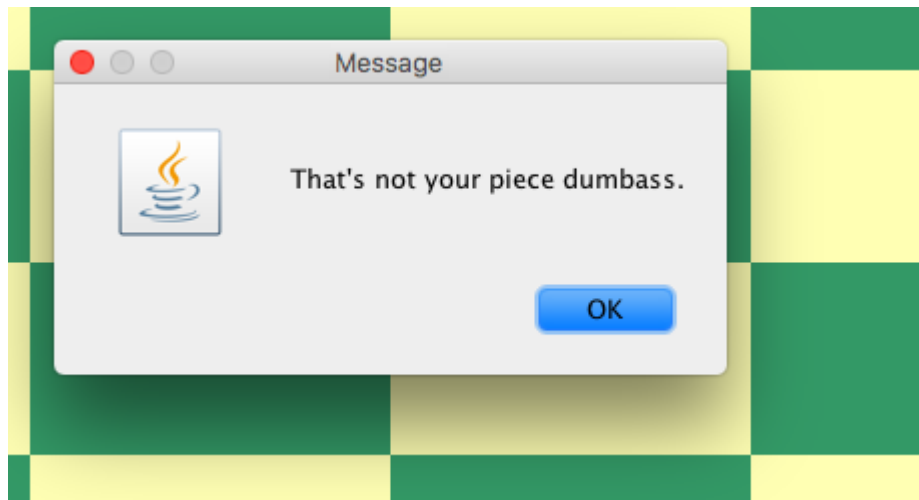


9) Make sure that if you click on a piece, the selected piece is blue and the white squares (identifying where a piece can go to) are lit. If you hit deselect piece, everything should disappear and the board return to a state as if it had never gone anywhere.

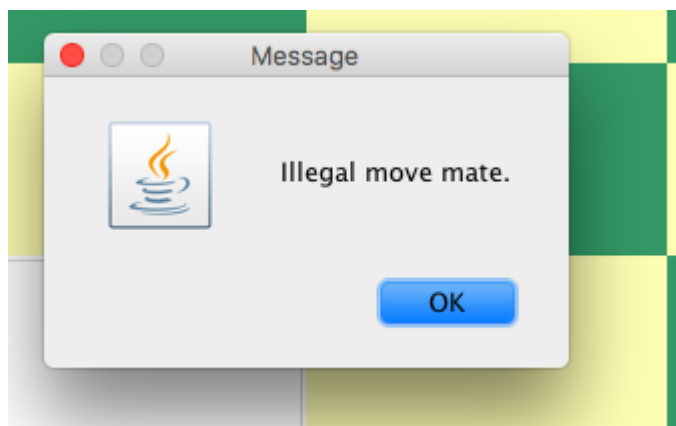


10) Make sure that after you hit “deselect piece”, the piece is no longer highlighted.

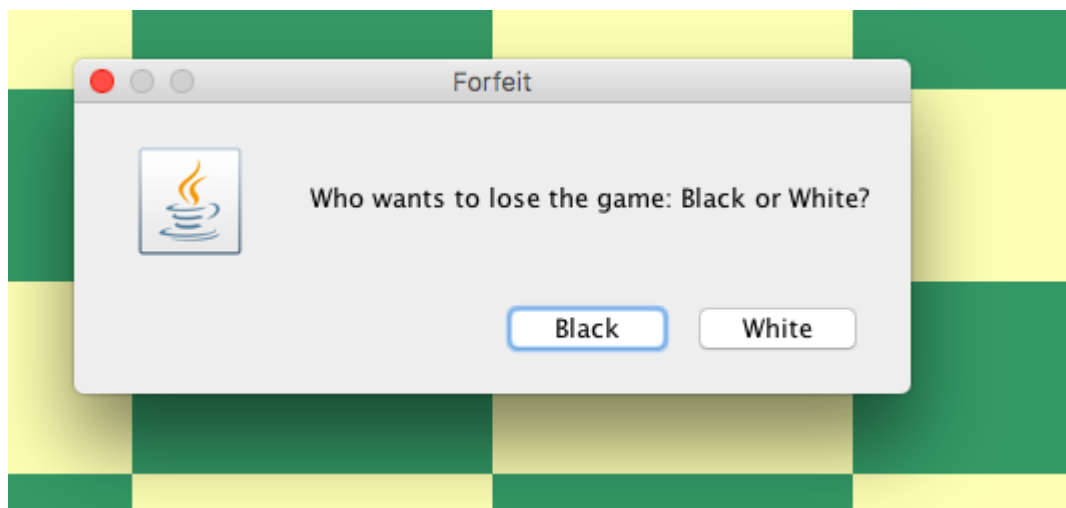
11) After hitting undo, the highlighting is removed and the previous move undone.



12) If you try to access a piece that's not yours, this notification comes up.



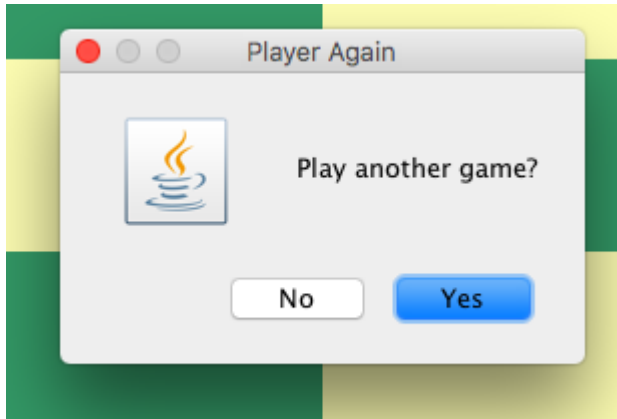
13) If you try to go to a square that is not among those highlighted, this notification comes up.



14) White Score: 1 | Black Score: 0

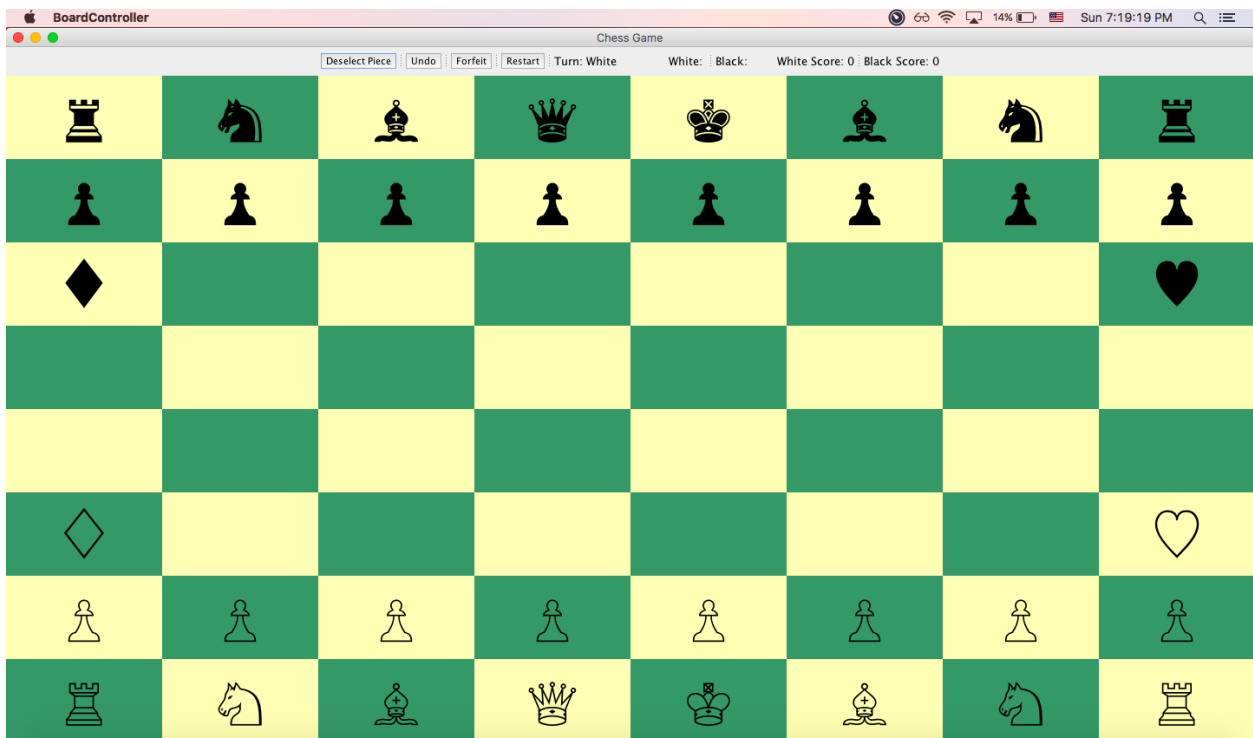
The score should then subsequently be updated.

15)



You should then be given this option. If you hit no, you exit the game; otherwise, you play once more the board layout that you had.

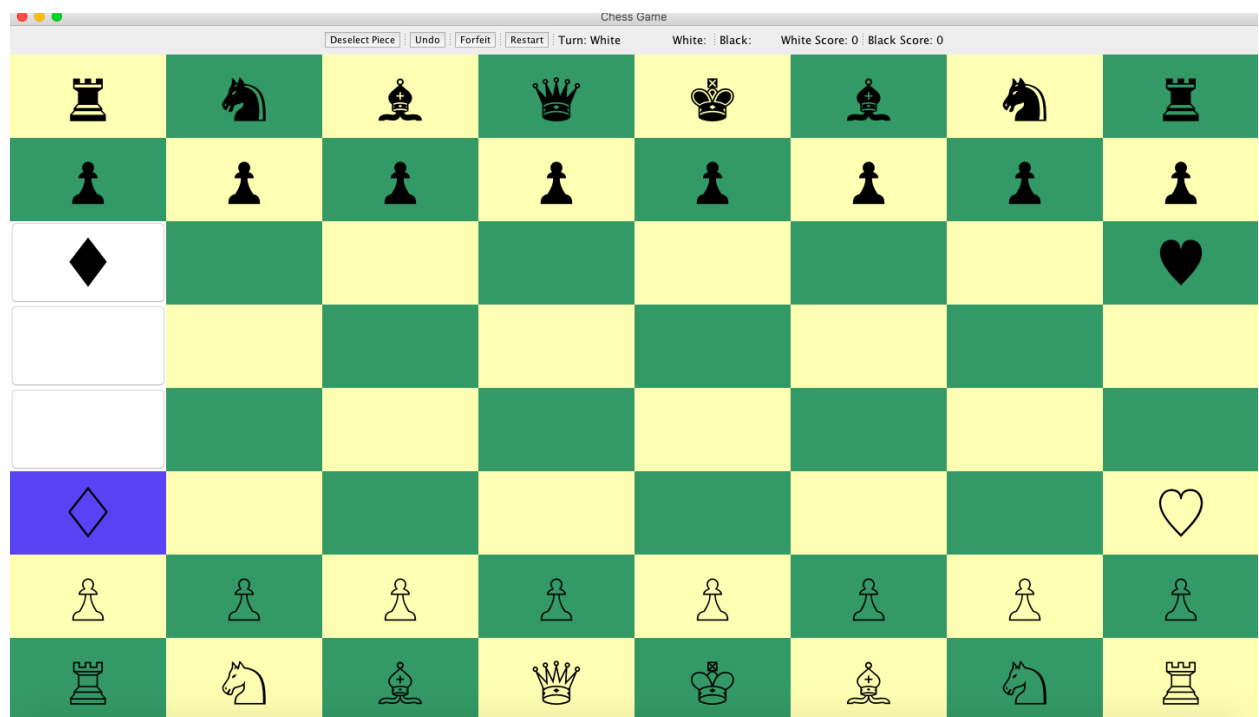
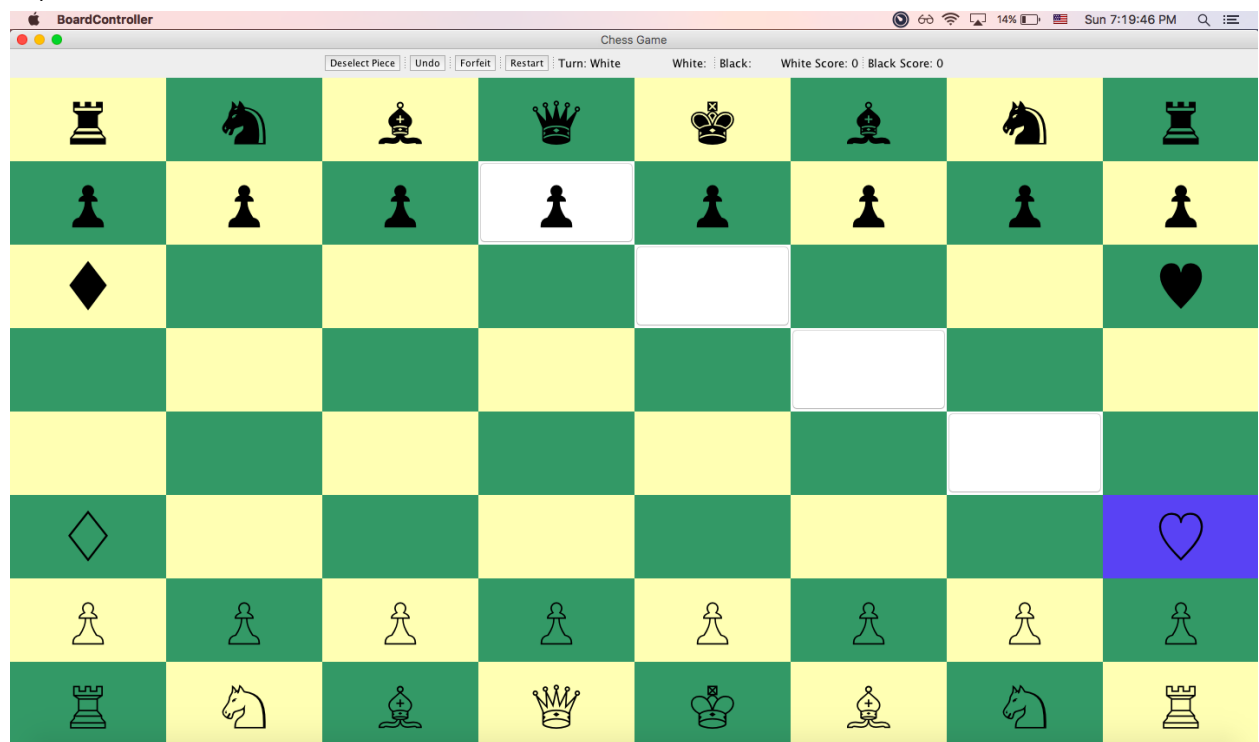
16)

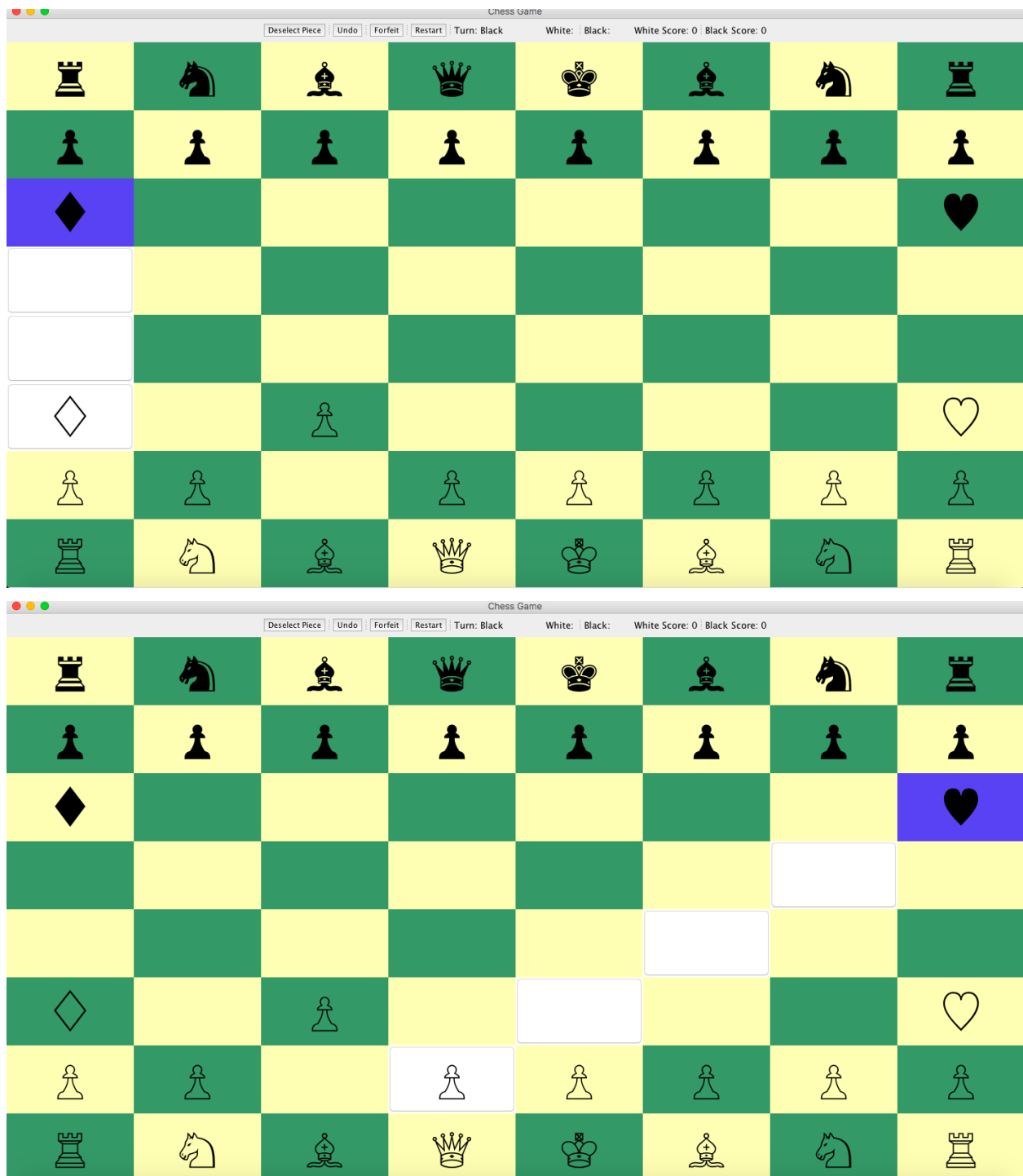


If we had chosen to play Aahan's game, then the following should come out.



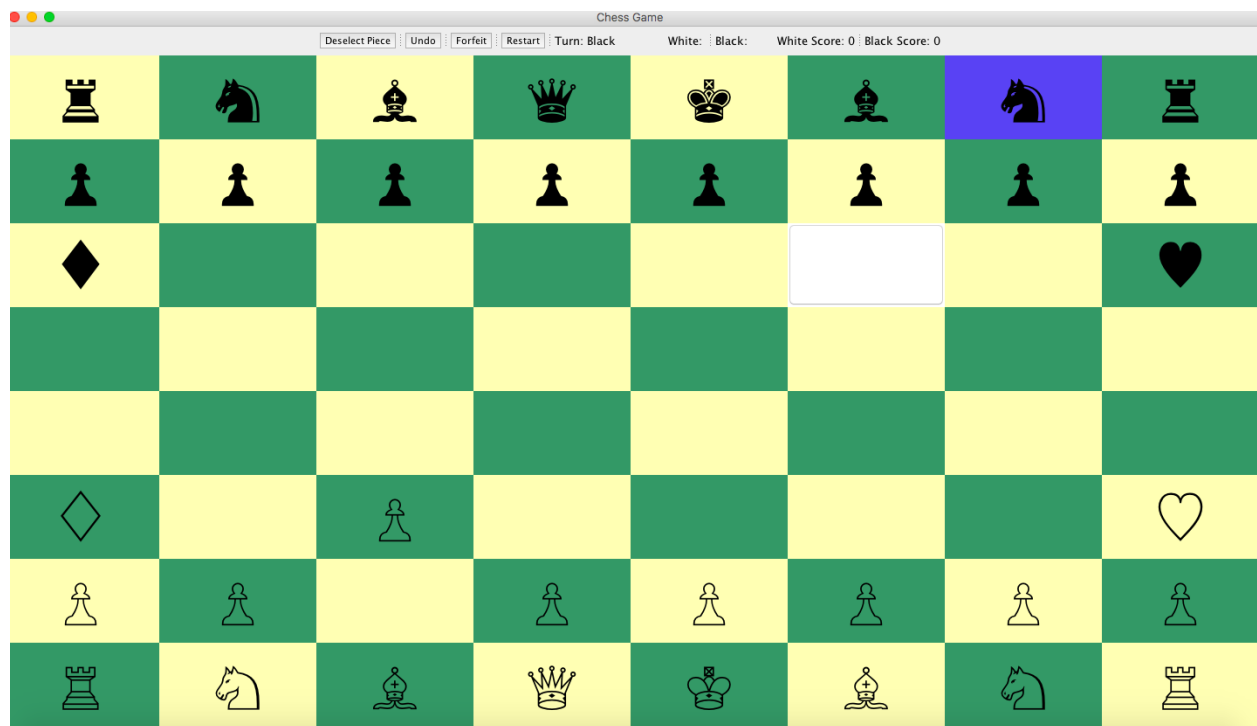
17)





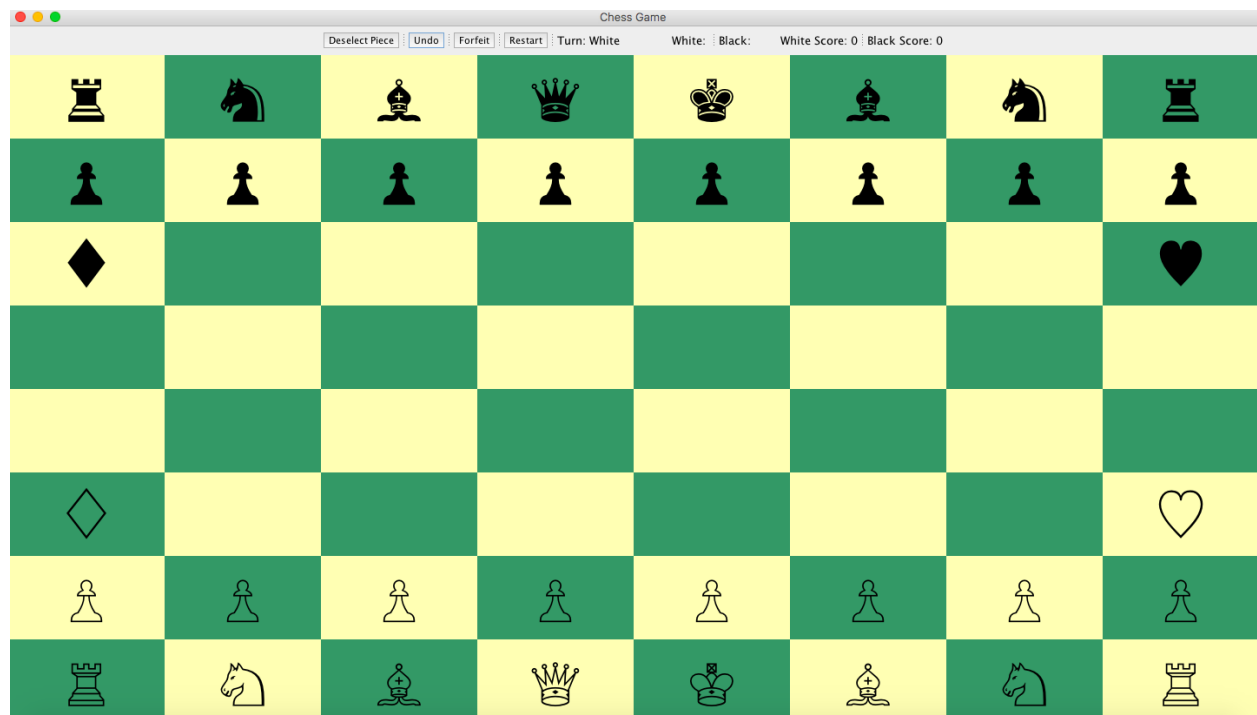
Note that the highlighted positions for the princesses and dukes should be correct.

18)



The new pieces should be sensitive to the location of the old ones.

19)



Even after a very messy board configuration is attained, by repeatedly undoing, we should return to the starting state.