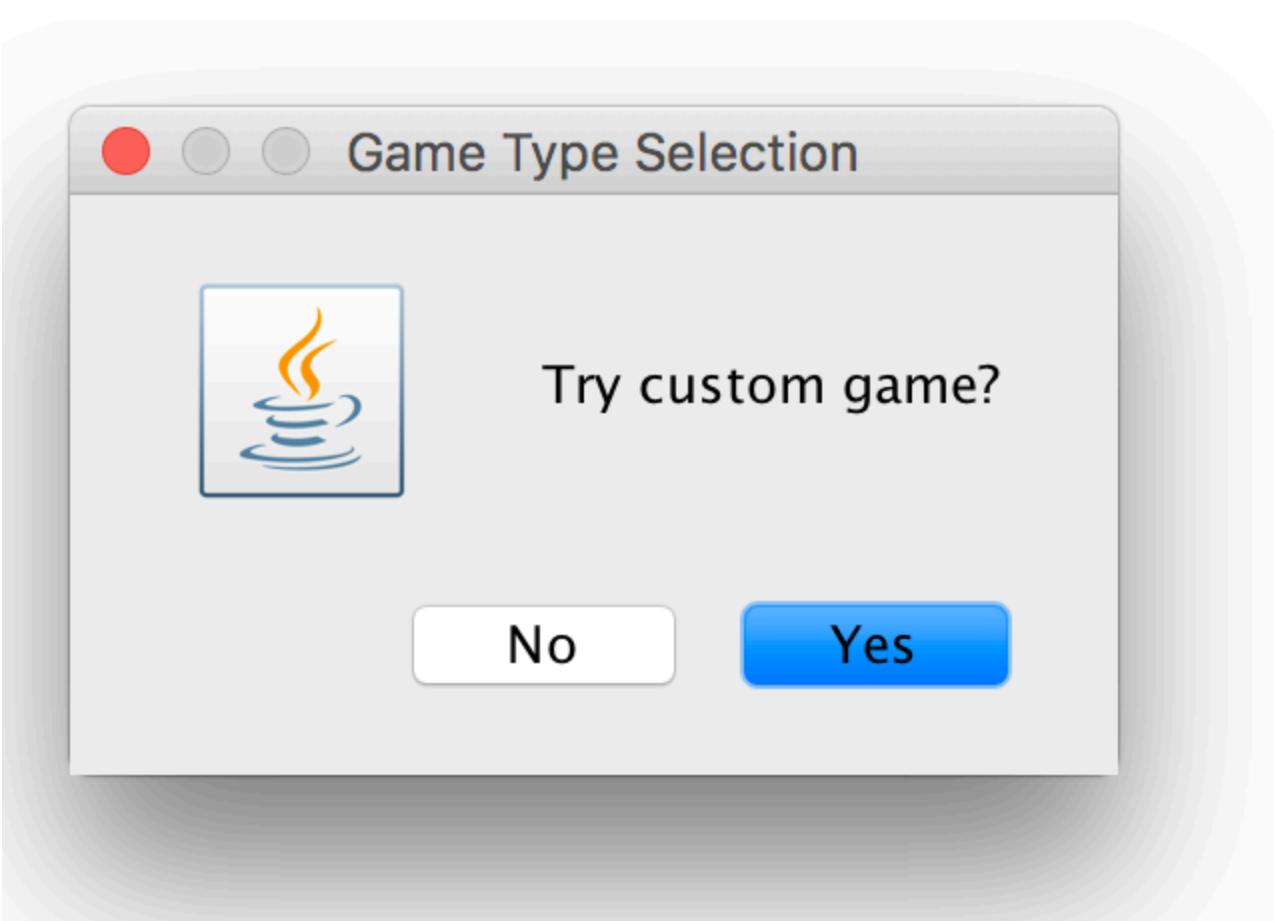


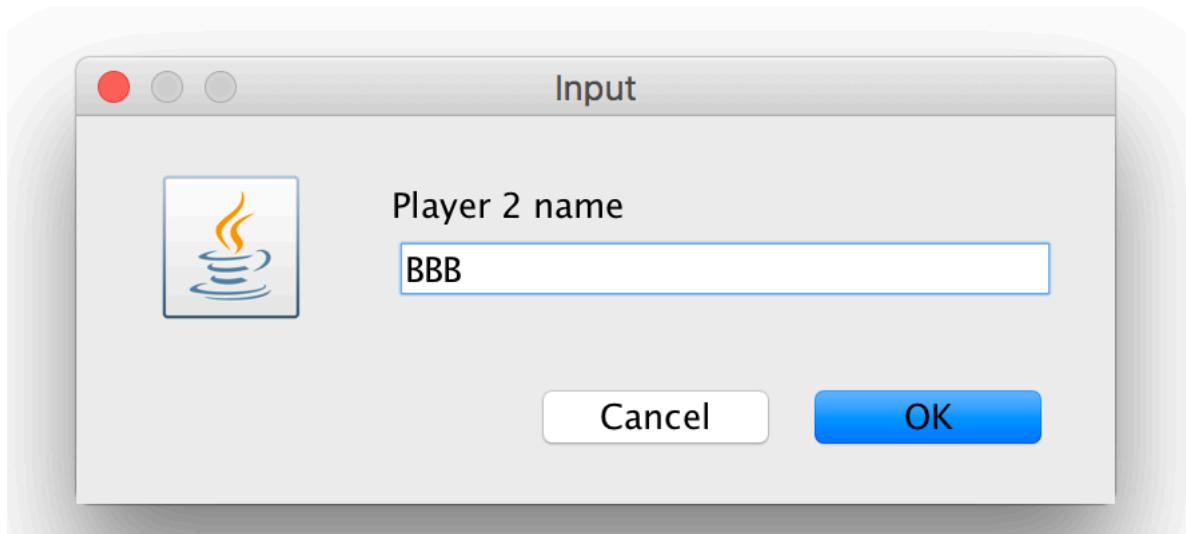
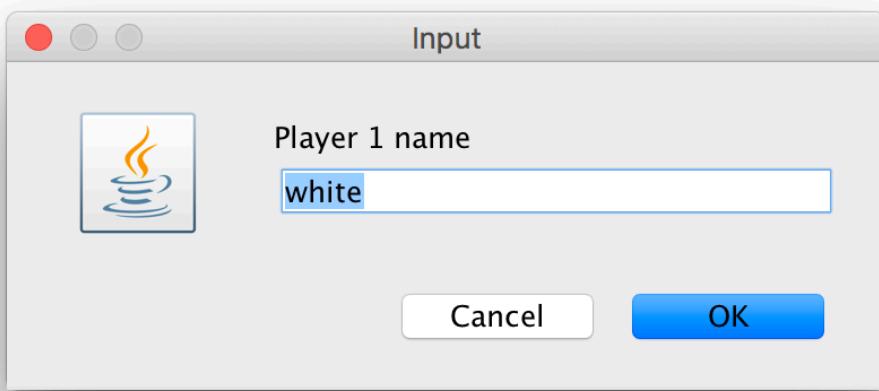
Manual Test Plan

After open the application, the following screenshot should be like this

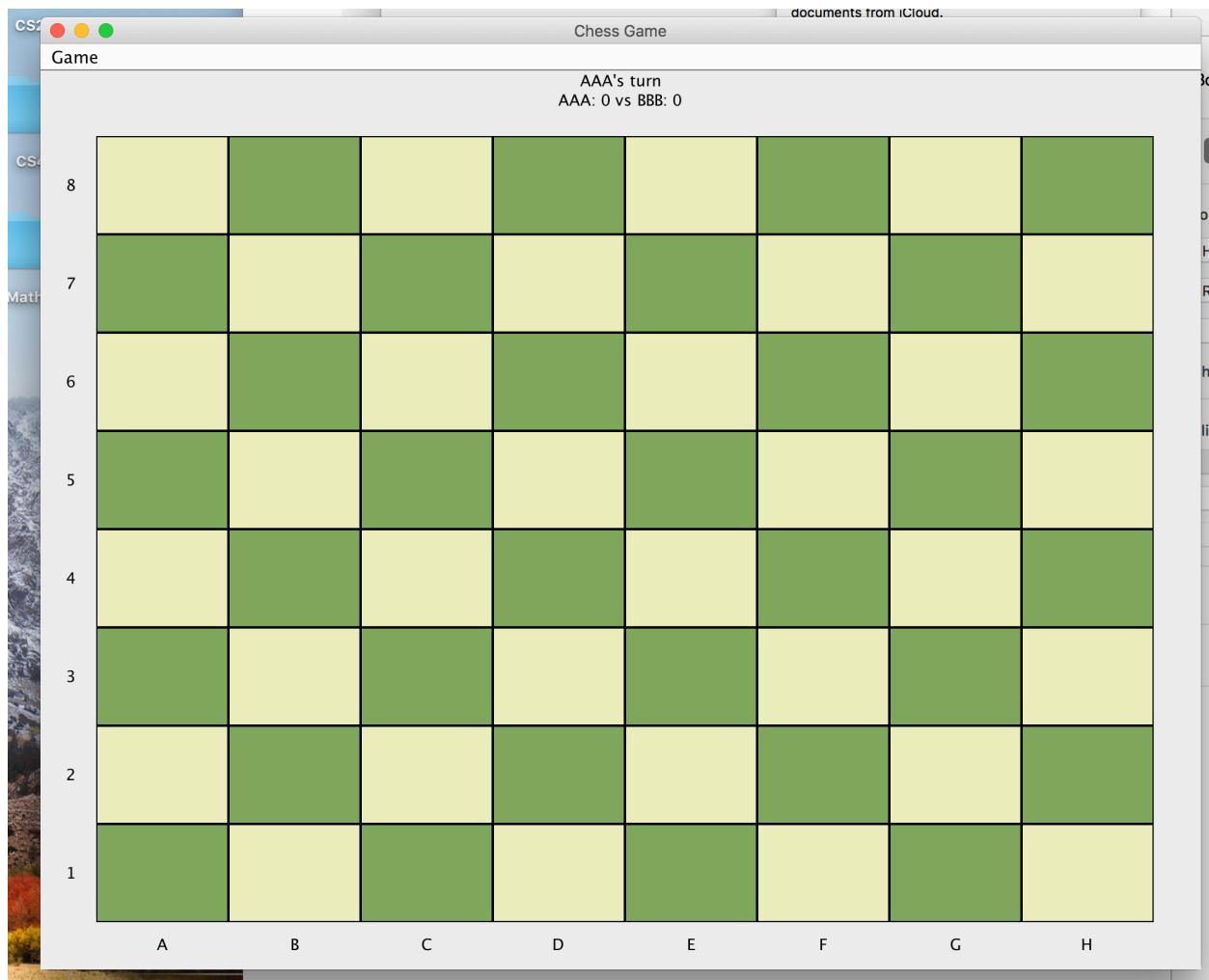


We will start with the normal game (not using custom pieces)

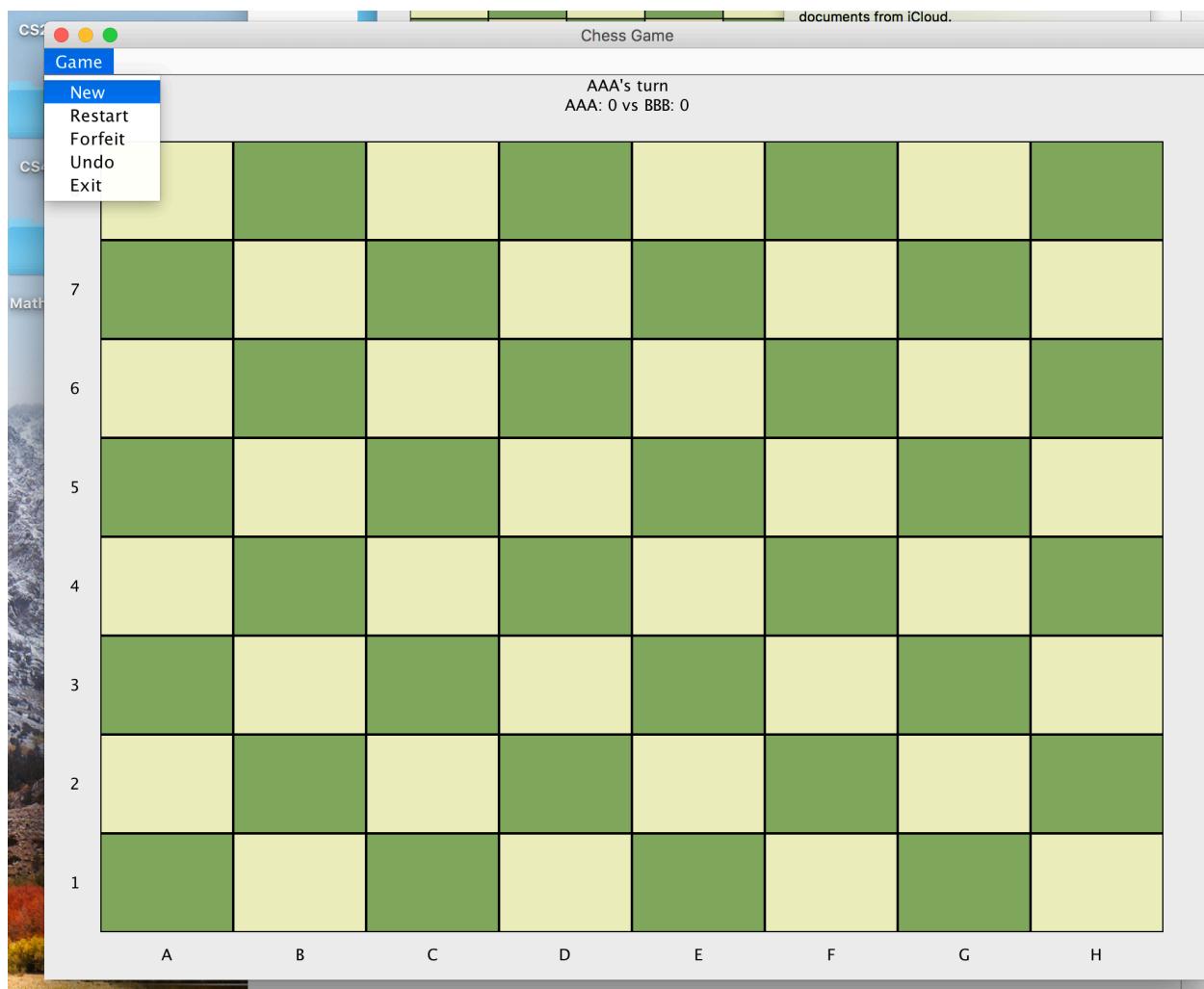
Then user should input their names in the input dialog



The board should be like this. Checking the names on the top matches the input



Click Game -> New to start a new game



The initialized game board should be like this

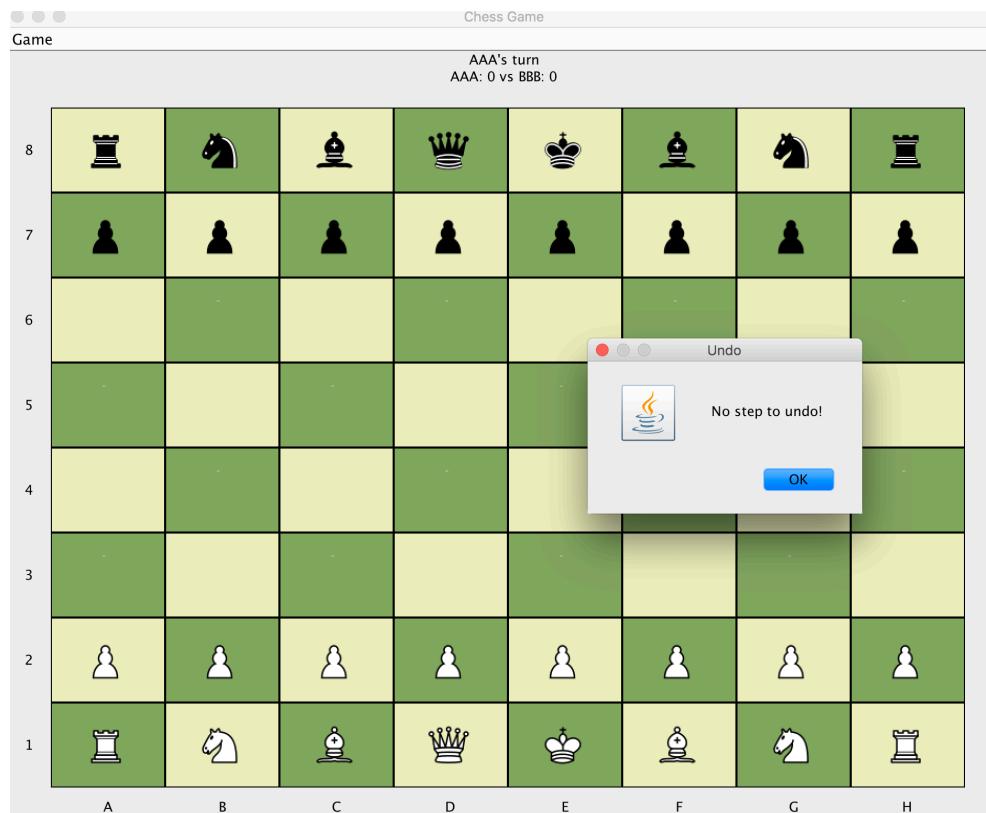


Try clicking a black piece, nothing should happen, since it is white's turn.

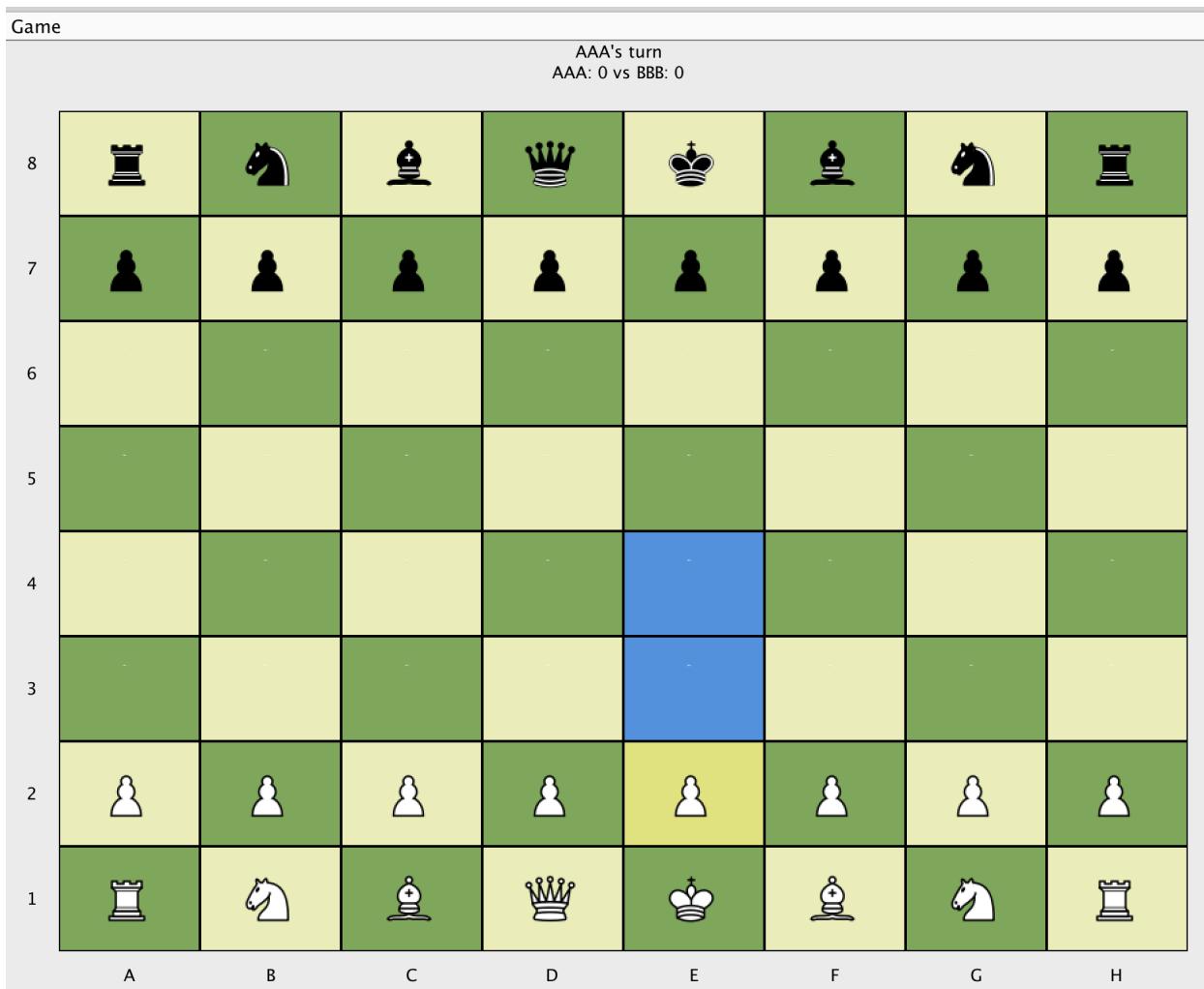
Click Game -> Undo



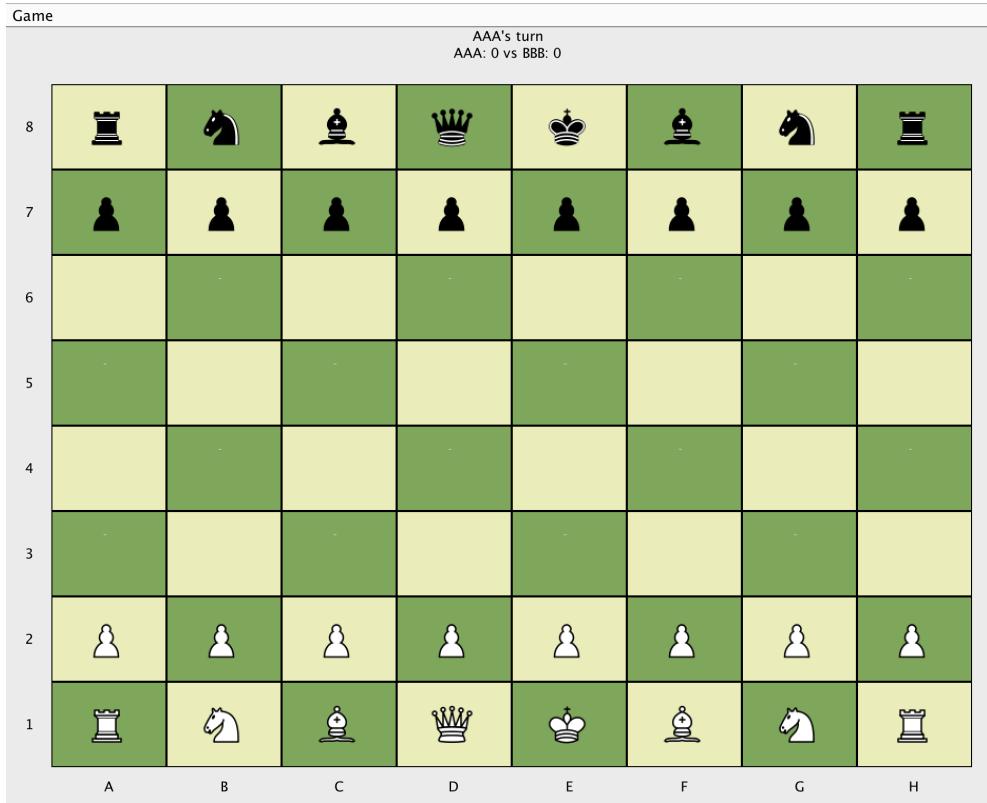
Should get expected result like this



Click white piece at E2, we are expecting the selected cell E2 to change color and showing all possible moves



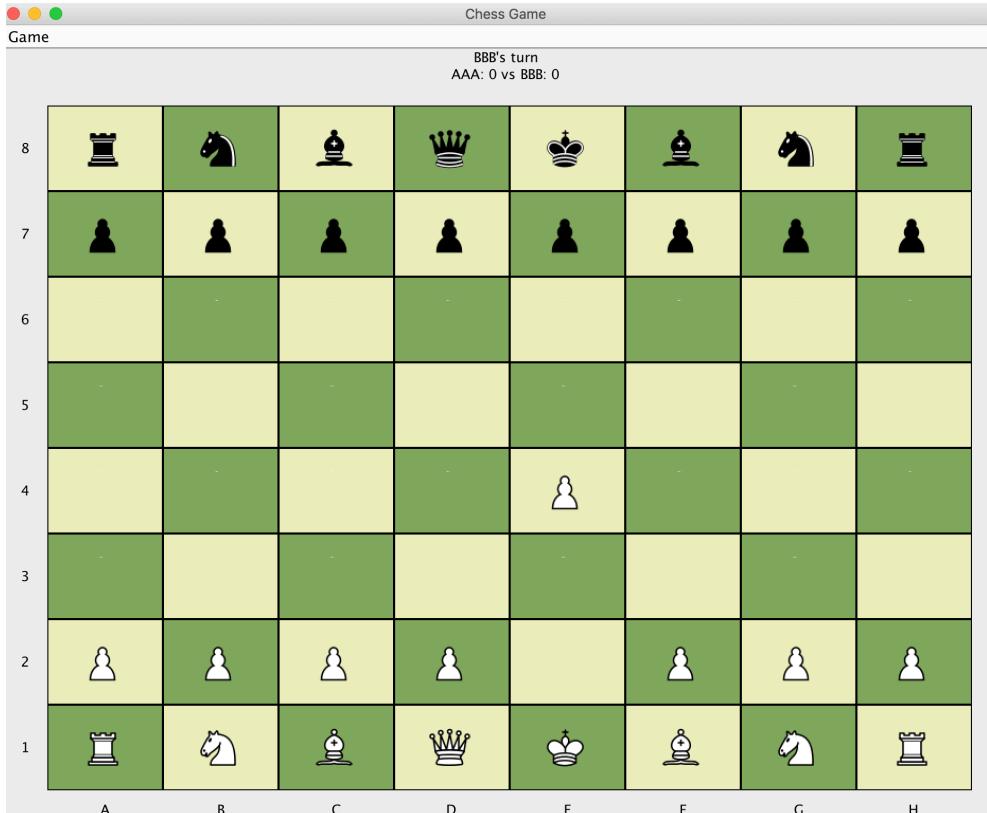
Click any cells that are not blue. The game should return to the last state



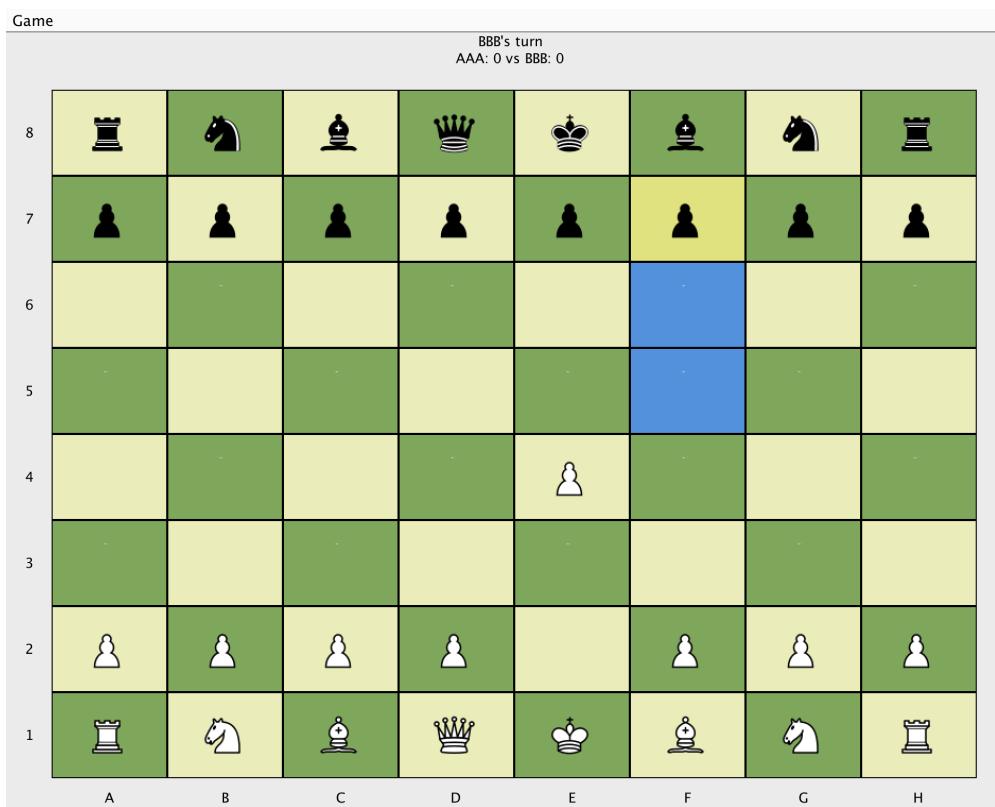
Repeat the select procedure and click a blue cell, the following screen shot should appear:

Also note that the turn changes on the score board.

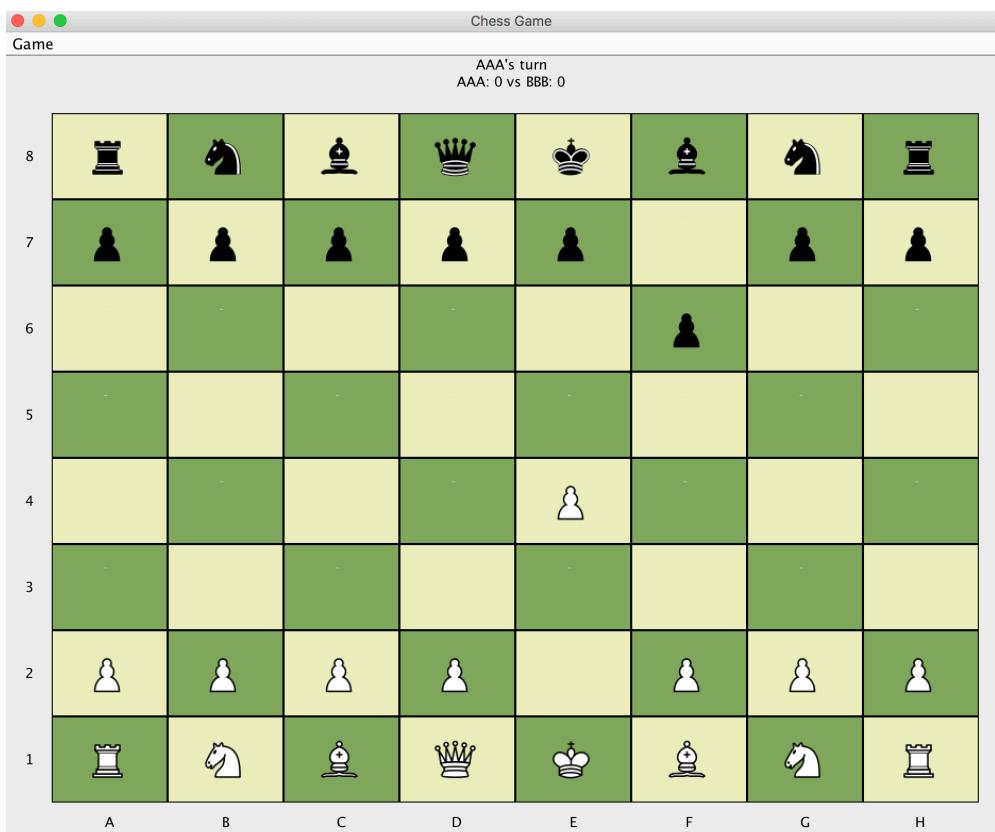
Click any white piece or empty cell, no reaction, as expected



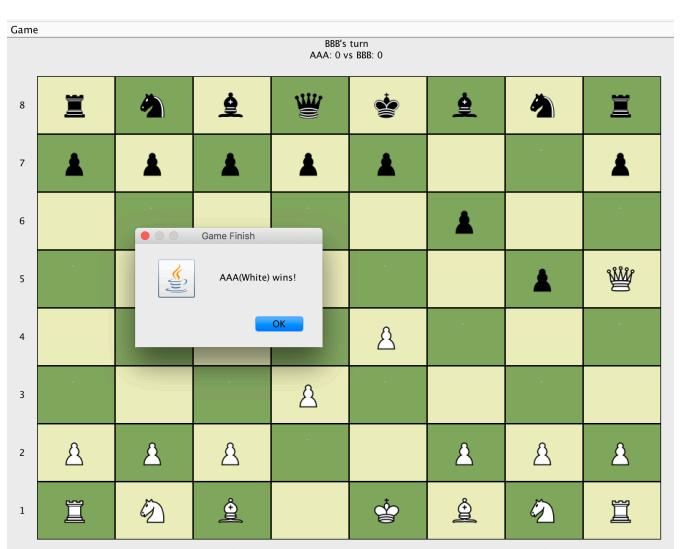
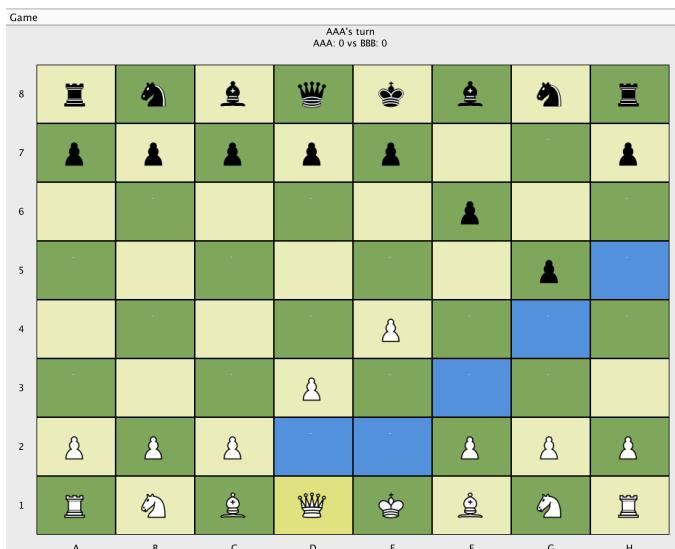
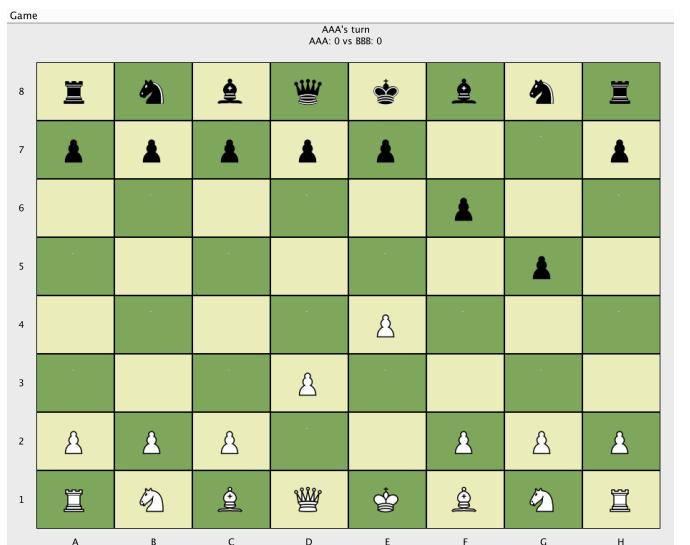
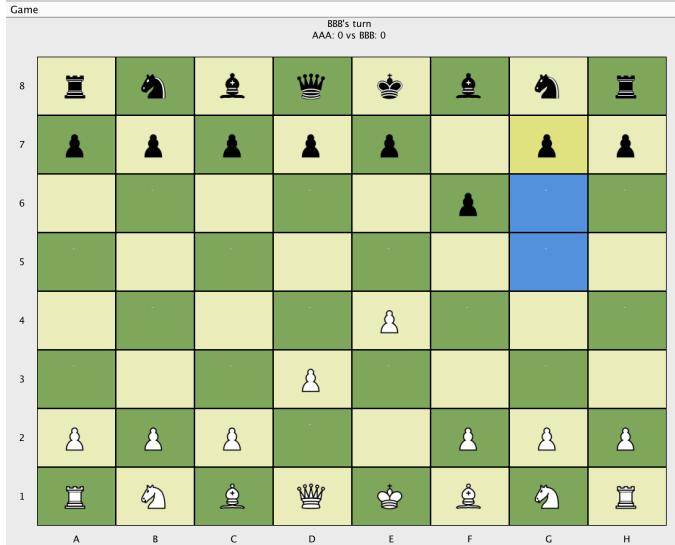
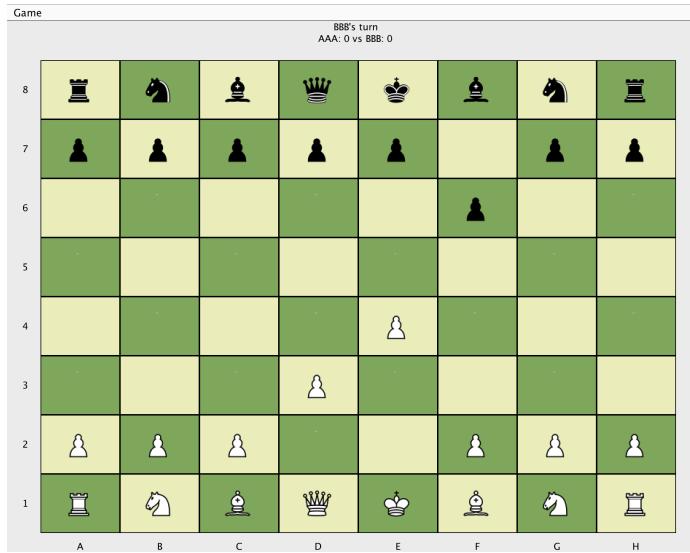
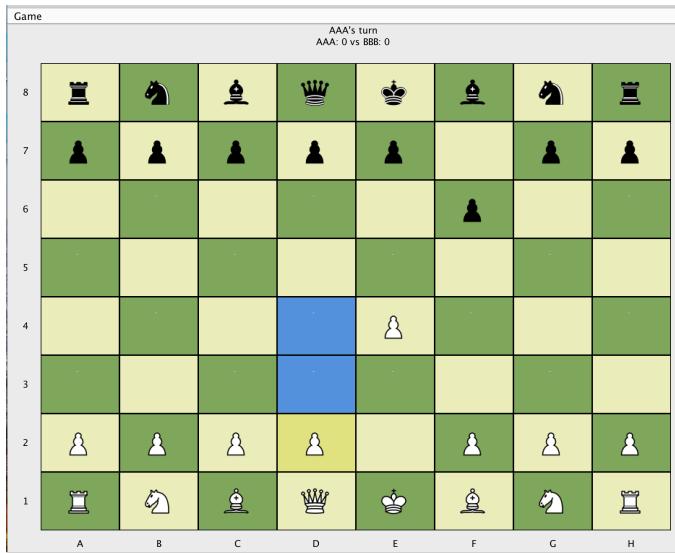
Click a black piece. Should it be the same as what we just check.



The piece moves and the turn changes.

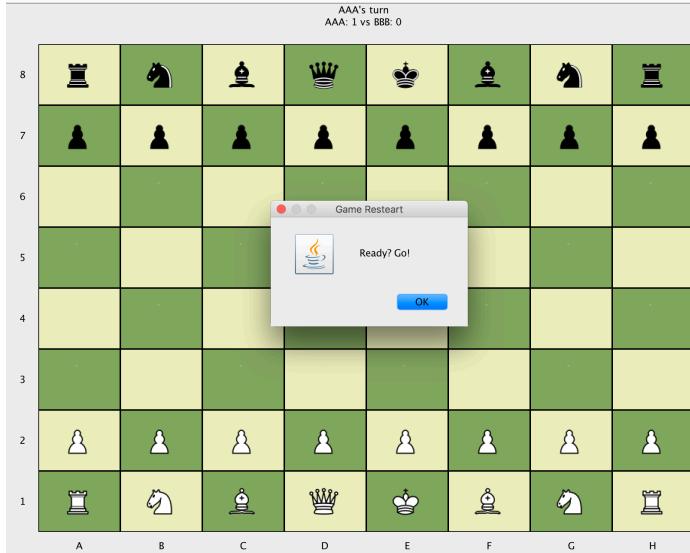


Keeping do this to check the ending condition of the game

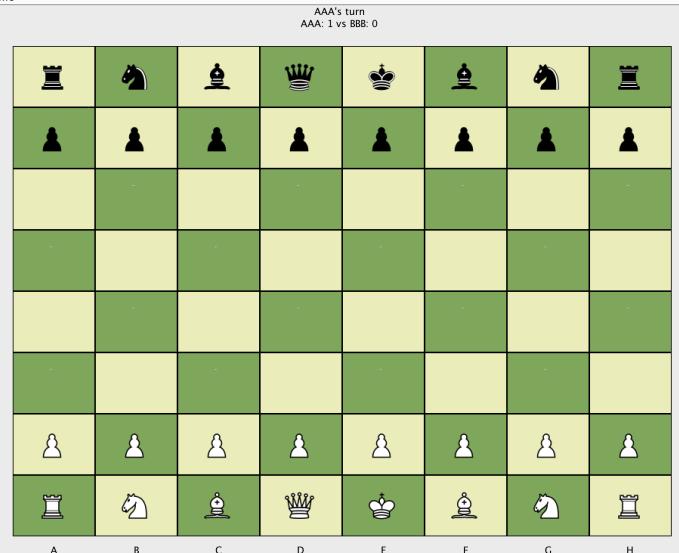


Click OK and check if the game restart correctly and if the score board changes

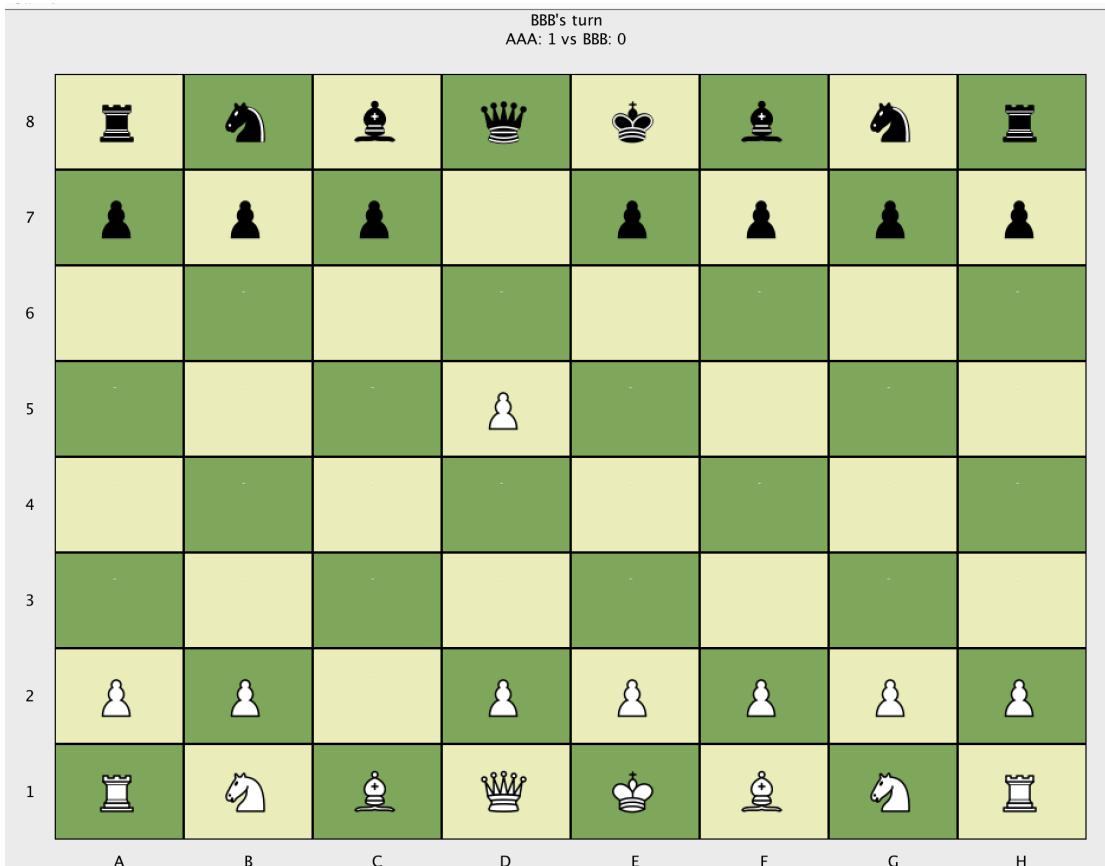
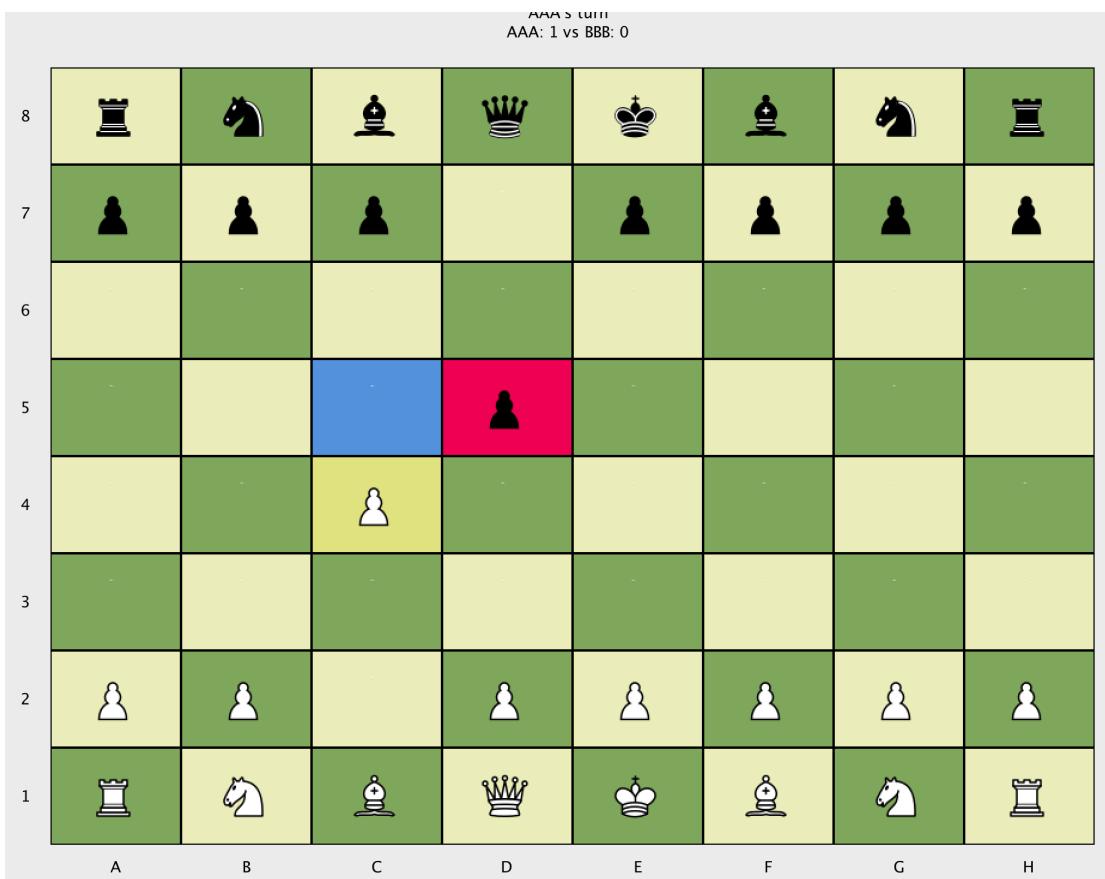
Game



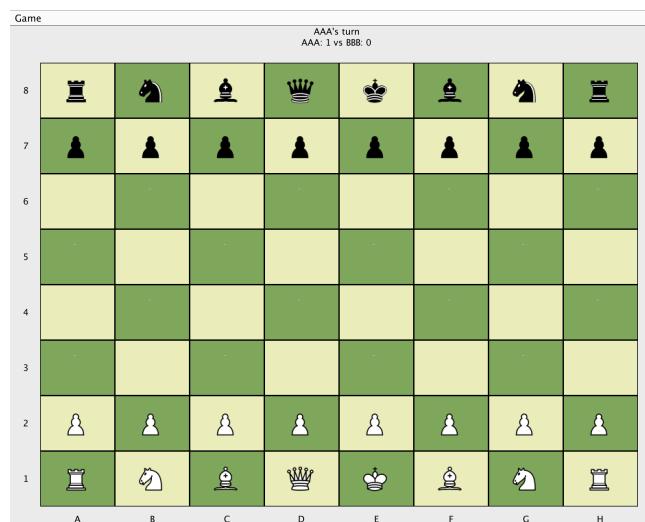
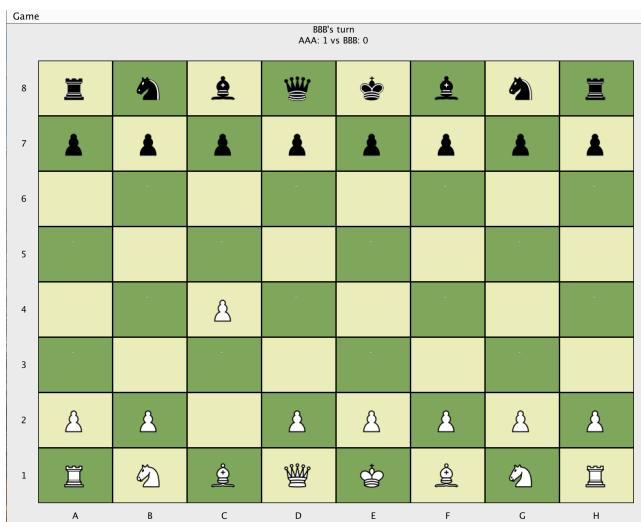
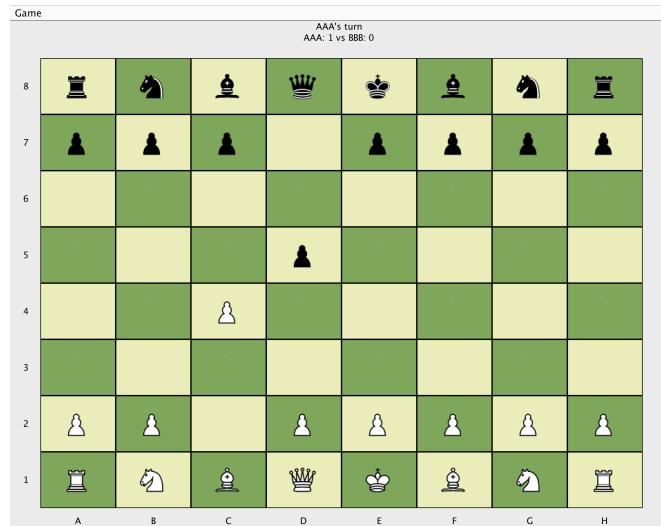
Game



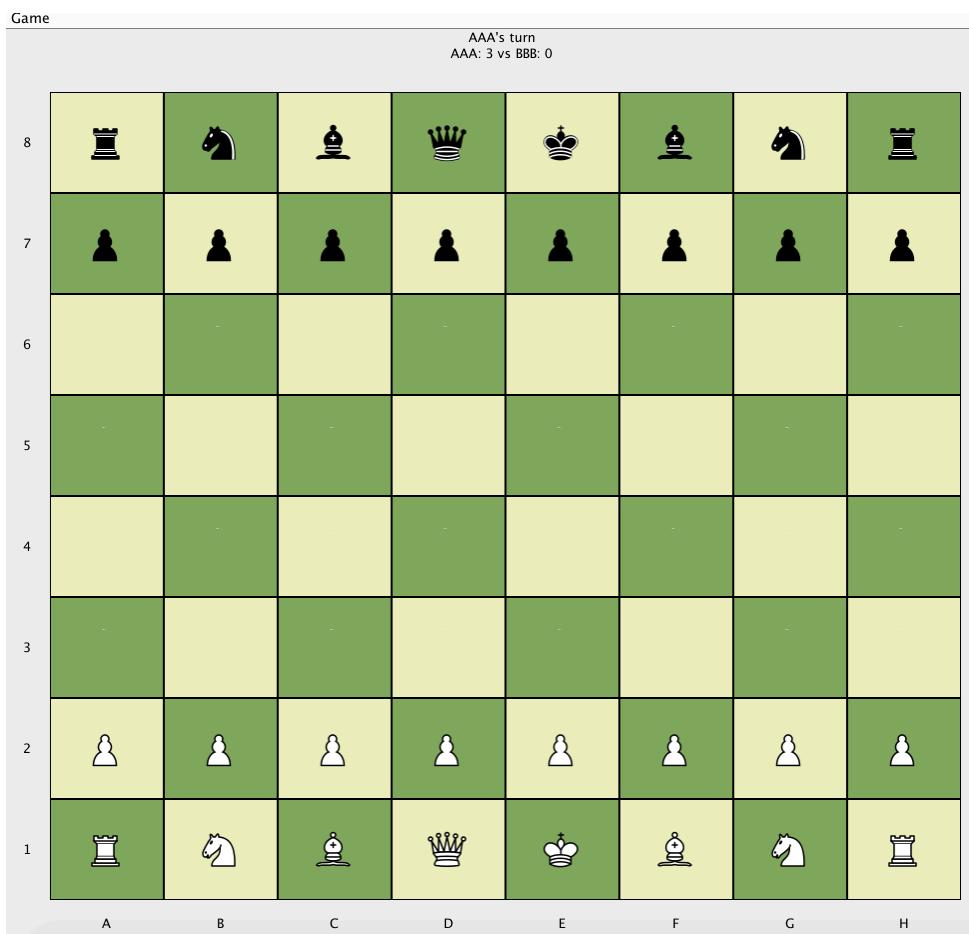
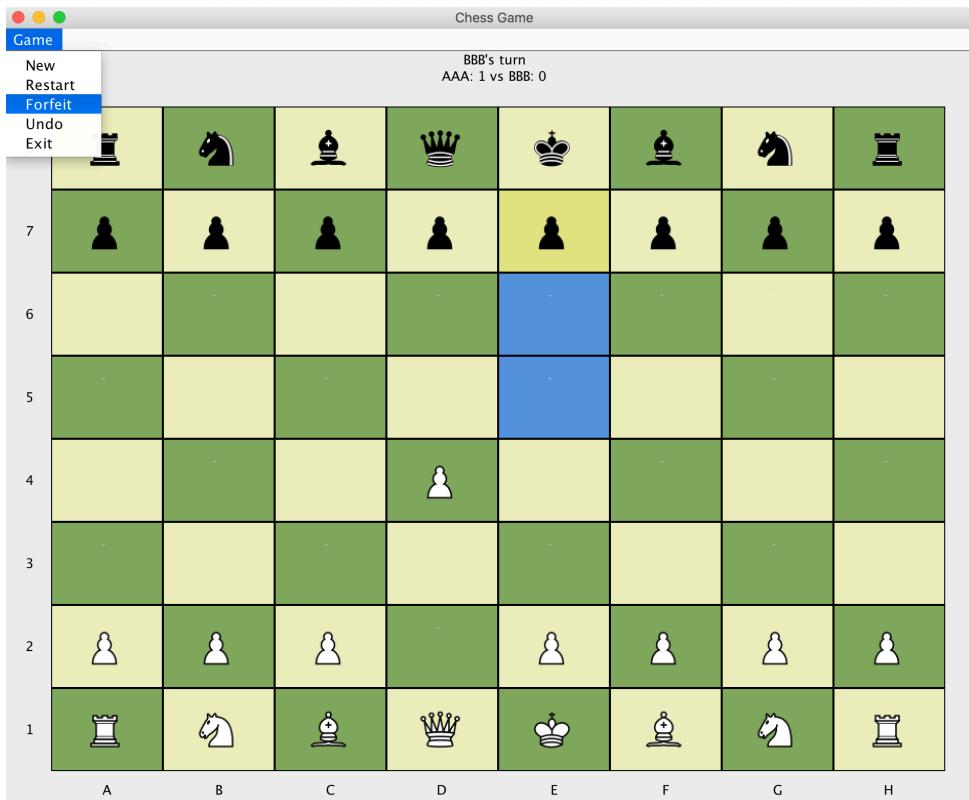
Check capture and capture color:



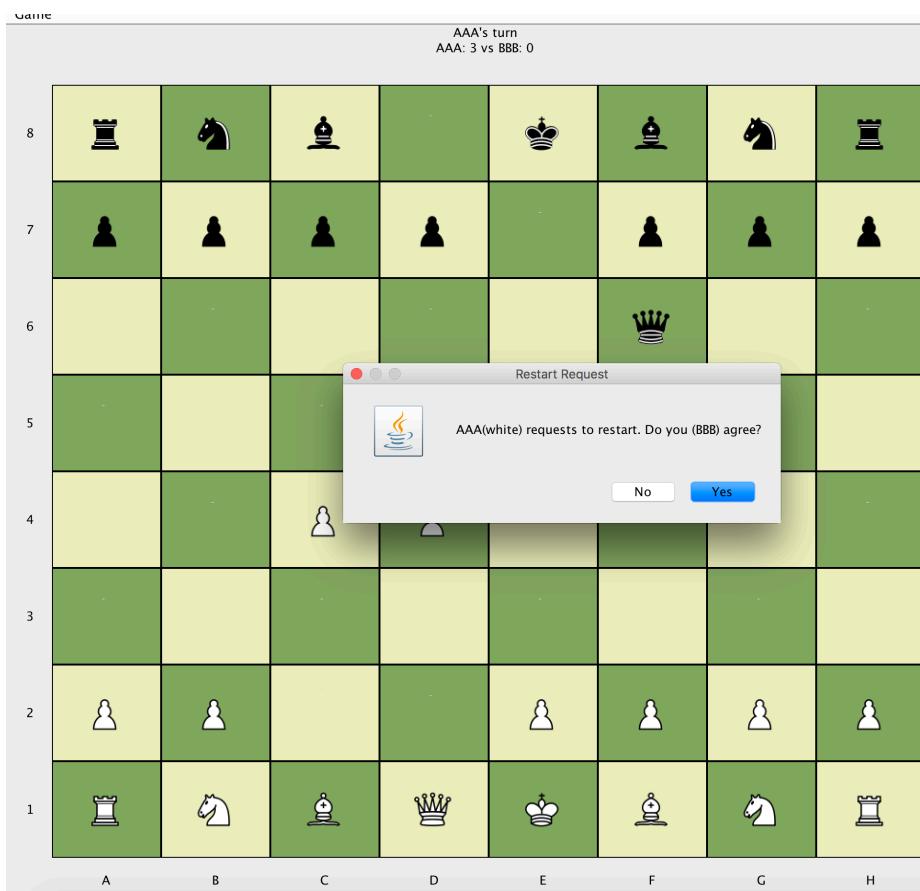
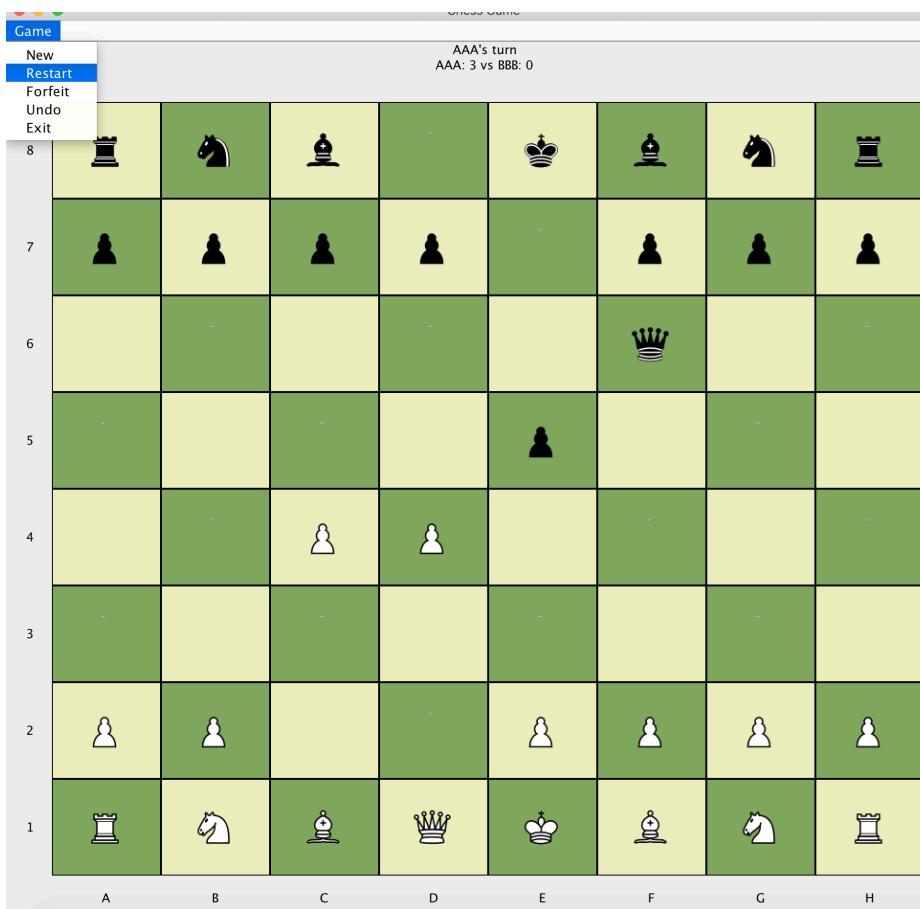
Check Undo. Should be like the order of images



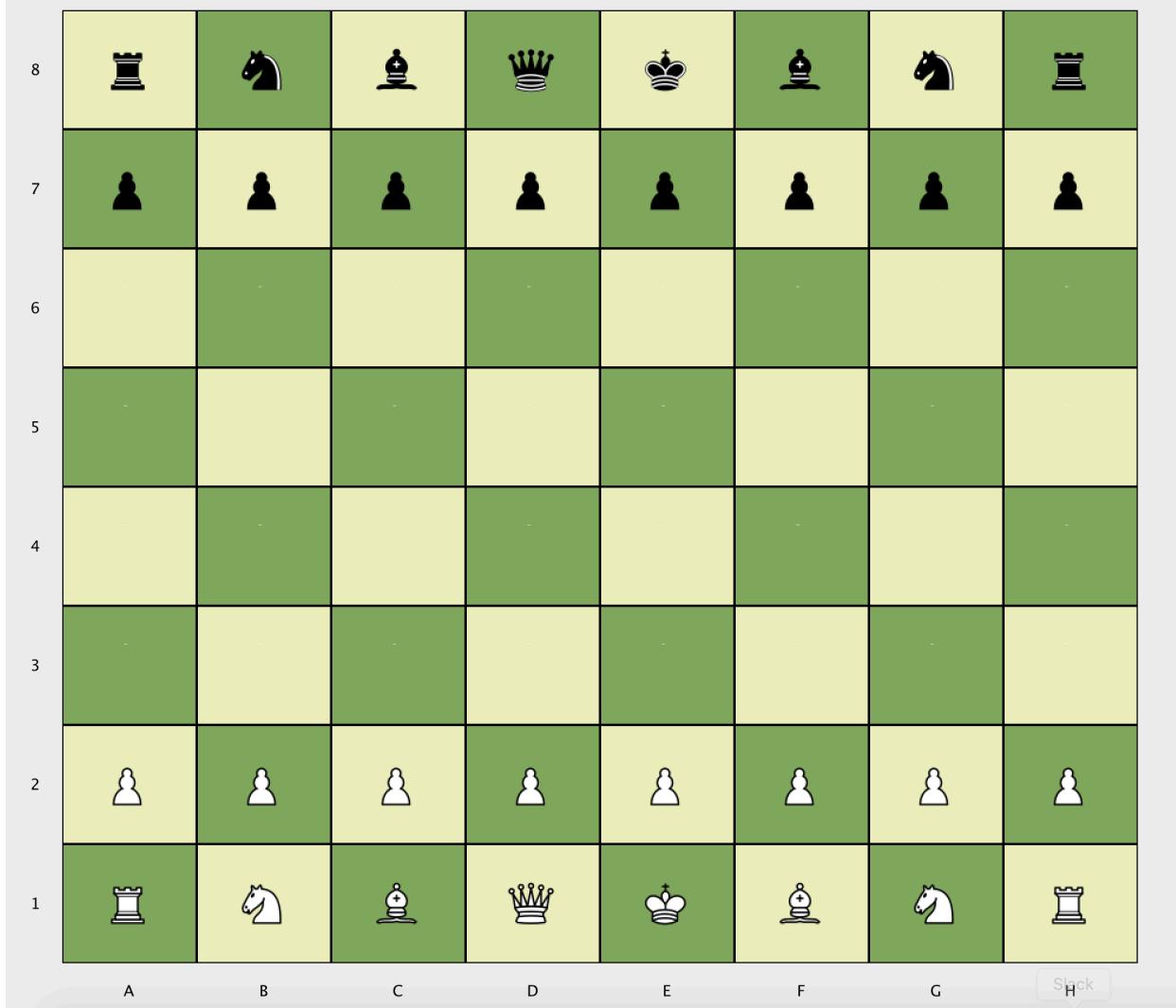
Check Forfeit



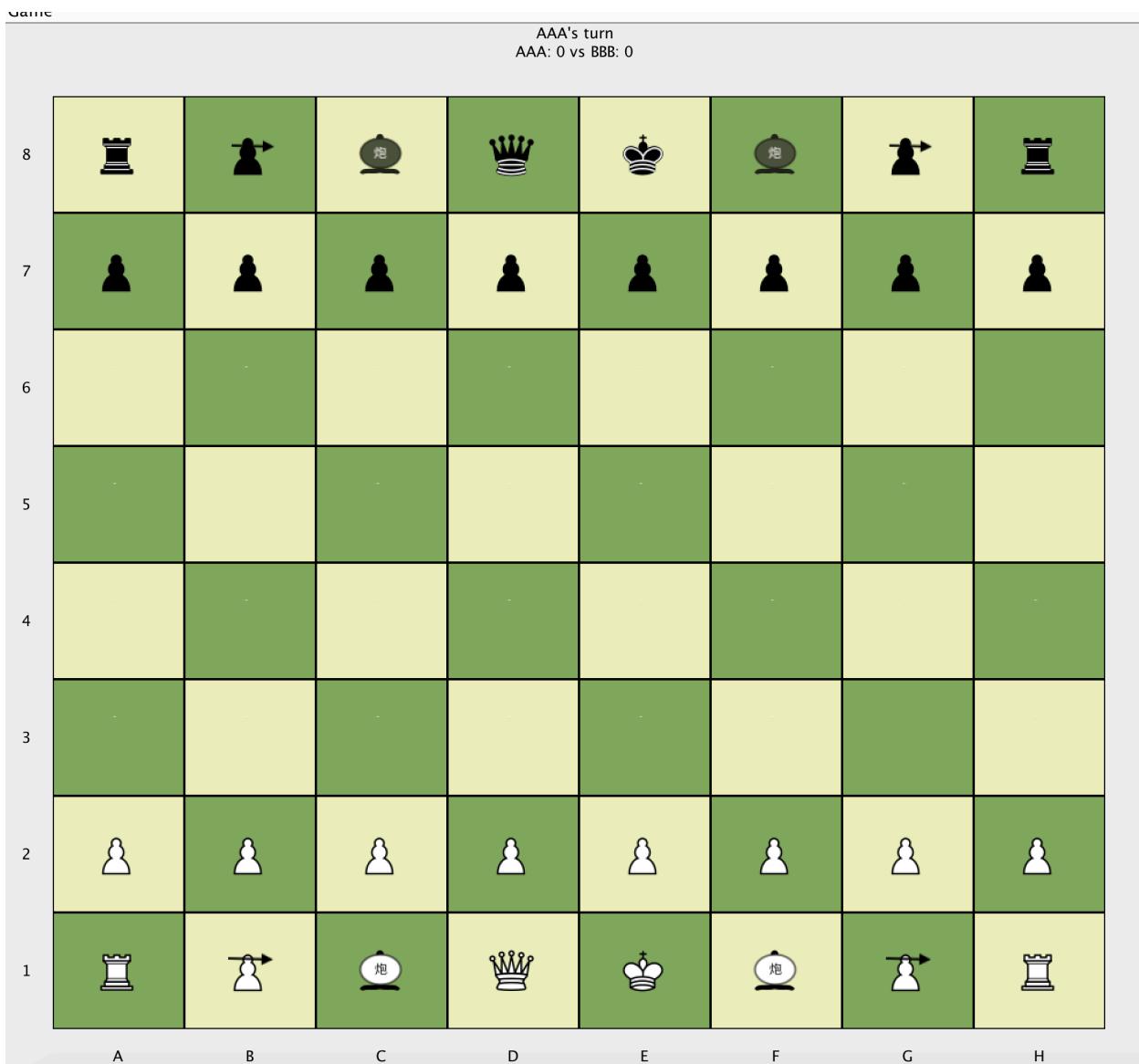
Check Restart:



Game

AAA's turn
AAA: 3 vs BBB: 0

Custom Piece:



Check move range and capture range:

