

Run Main.main(), you should see this:



Note, only “Standard Game” and “Alternate Game” are clickable

Select “Standard Game” and you should see the following two dialog boxes:

The image shows two identical-looking dialog boxes stacked vertically. Both have a title bar with the word 'Input' and a red close button. The top dialog box is for the 'White team name' and the bottom for the 'Black team name'. Each contains a green question mark icon, a text label, a text input field, and 'OK' and 'Cancel' buttons.

Input

White team name:

OK Cancel

Input

Black team name:

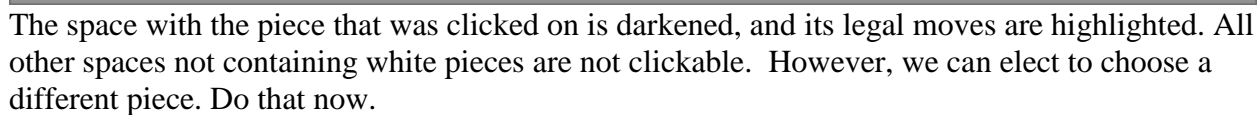
OK Cancel

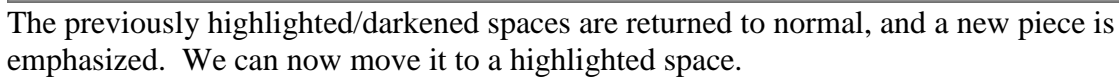
Note, entering no input will not suffice, you must enter a least 1 character.
Next, the initial set up of a Standard Game will appear:



Note, Zack is the White team, and Not Zack is the Black team. "Standard Game" and "Alternate Game" are not clickable. In addition, since no moves have been made "Undo" is also not clickable. However, any player can elect to "Forfeit" at any time, or request at "Restart".

Select a piece (Note, only white pieces are clickable):







It is now Not Zack's turn, as displayed in the toolbar message. Now only spaces with black pieces are clickable. Also notice that "Undo is now enabled". Click "Undo" to see the pawn move to its original position.



It is now Zack's turn again, and the piece is back in its previous location. Note that "Undo" is disabled again because there are no more previous moves. Now let's make a few moves and analyze capturing pieces:



It is now Not Zack's turn (Black side). Capture the white pawn at D4.



Now let Zack capture the black pawn at D4





All captured pieces have been removed from the board. Click undo twice to observe the last two captures get reverted:



It is back to Not Zack's turn, and the two pawns have been returned to their locations from two moves ago. Move the bishop at F8 to B4 to place the white King in check:



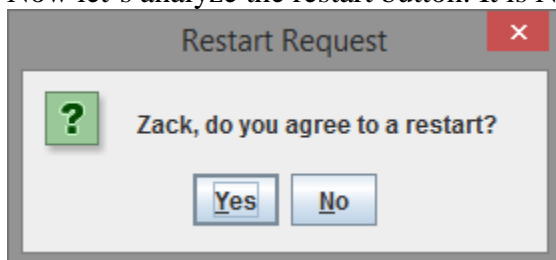


The tool bar message now displays that Zack's king is in check. Now select the white bishop at C1. Normally, it would be able to move any number of spaces along an open diagonal path, but observe that it can only move to D2 to block the King.



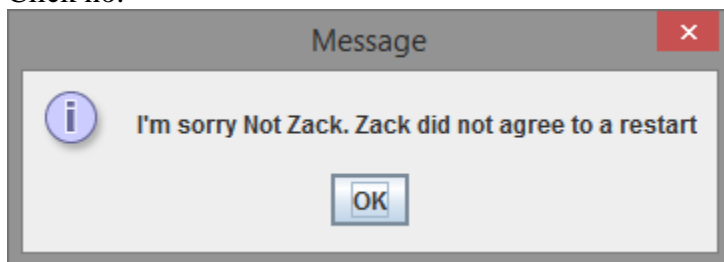


Now let's analyze the restart button. It is Not Zack's Turn. Have him request a restart:



A prompt is given to Zack to see if he agrees to a restart.

Click no.



A message pops up telling Not Zack that Zack did not agree. Click Ok.
Now have Not Zack forfeit.



The “Standard Game” and “Alternate Game” buttons have been enabled again, and the toolbar message displays that Zack is winning 1-0.