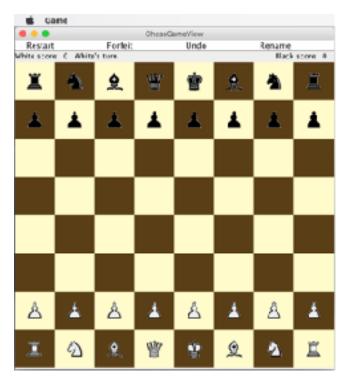
## Run Game.java

Should see the initial set up of the board as below:

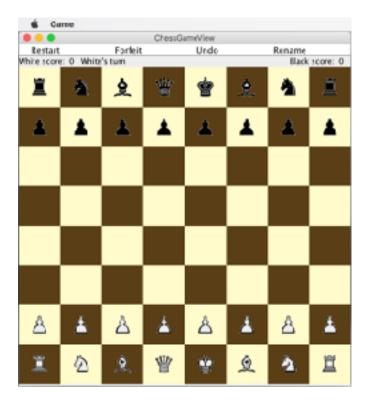


Default names of player are White and Black. can be renamed later in their turn. The scores of both players are zero and now it is the white's turn. At this time, only the white pawns and white knights are allowed to move. (All following coordinates indexed from 1 with origin at bottom left corner and first dimension referring vertical direction)

## Click the white pawn at (2,5)



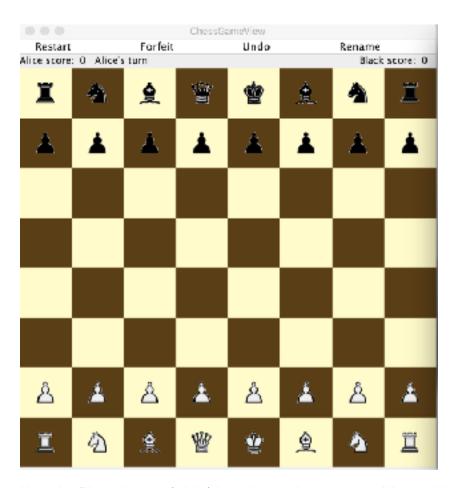
should see the all the destination highlighted in green which the pawn is allowed to move to. Click the white pawn at (2,5) again



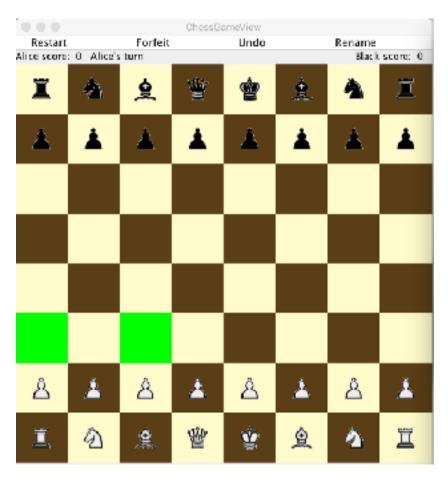
the white pawn is deselected and it is still the white's turn of a piece move. click the menu bar "rename"



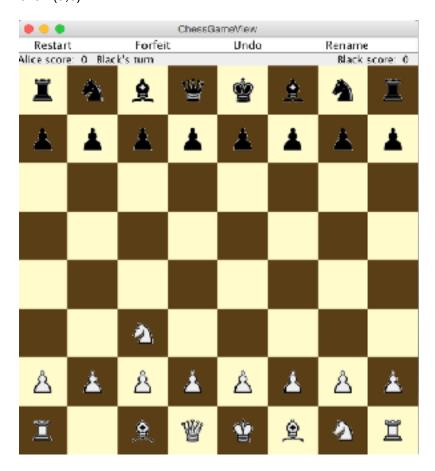
in the pop-up window type in Alice, click confirm



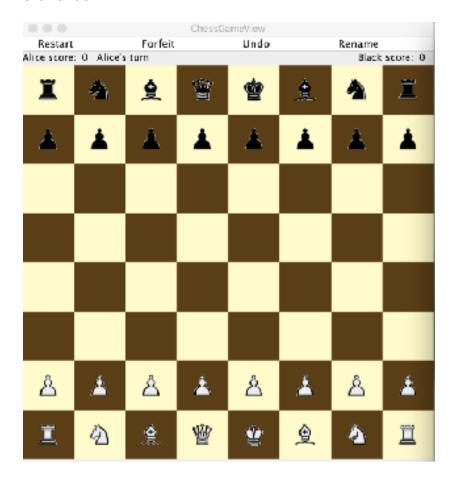
Now the Player in turn (white) has change her name to Alice and it is shown in the text display click white knight at (1,2)



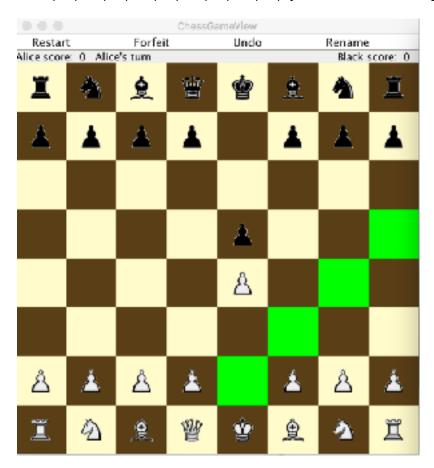
should see the highlight blocks as shown above click any place that is not highlighted or not the moving piece itself should not change anything click (3,3)



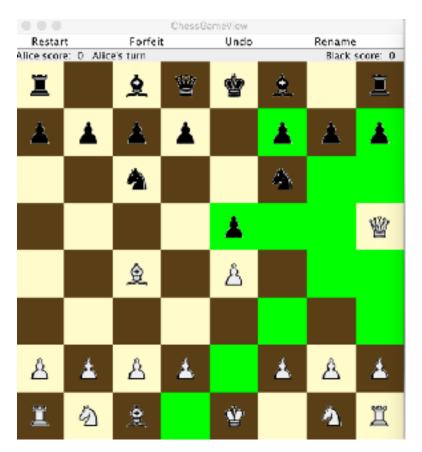
The knight should be moved to (3,3) click undo



The white night should be moved back as shown above click  $(2,5) \rightarrow (4,5) \rightarrow (7,5) \rightarrow (5,5) \rightarrow (1,4)$ , you can see the configuration as below:



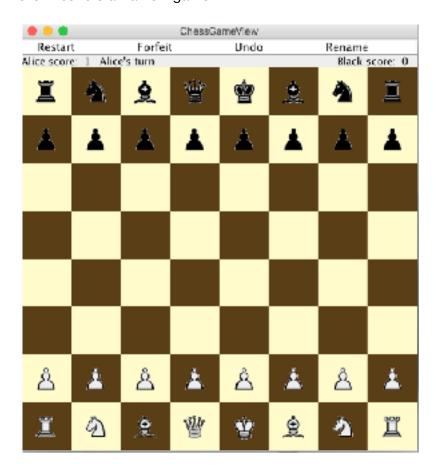
click  $(5,8) \rightarrow (8,7) \rightarrow (6,6) \rightarrow (1,6) \rightarrow (4,3) \rightarrow (8,2) \rightarrow (6.3) \rightarrow (5,8)$ , configuration as below:



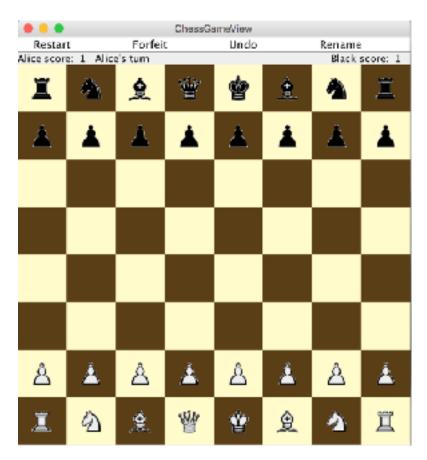
click (7,6), should see a pop-up window indicates black is checkmated.



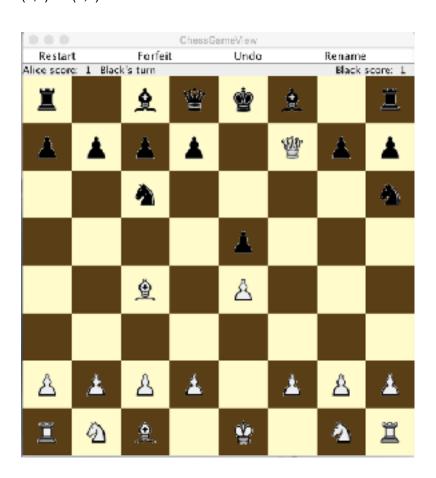
## click Yes to start a new game



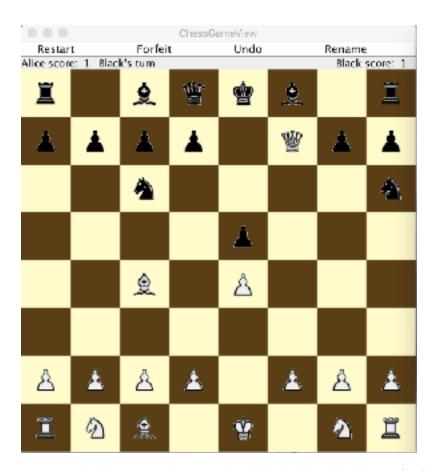
Now Alice's score becomes 1, and it it Alice's turn. Click forfeit (Alice forfeit the new game)



click  $(2,5) \rightarrow (4,5) \rightarrow (7,5) \rightarrow (5,5) \rightarrow (1,4) \rightarrow (5,8) \rightarrow (8,7) \rightarrow (6,8) \rightarrow (1,6) \rightarrow (4,3) \rightarrow (8,2) \rightarrow (6.3) \rightarrow (5,8) \rightarrow (7,6)$ 



Now the black is in check (by the white's queen) click any piece except the black knight at (6,8) should not change anything click the black king



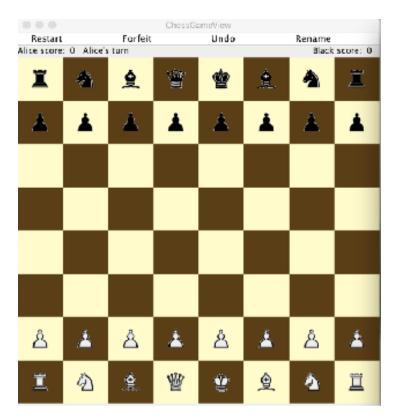
you can find it cannot be moved. click the black knight at (6,8)



The knight can only be moved to capture the white queen to escape check click the white queen



The white queen is killed. Now is Alice's turn. click restart



Now the score of both players are changed to zero and a new game is loaded.