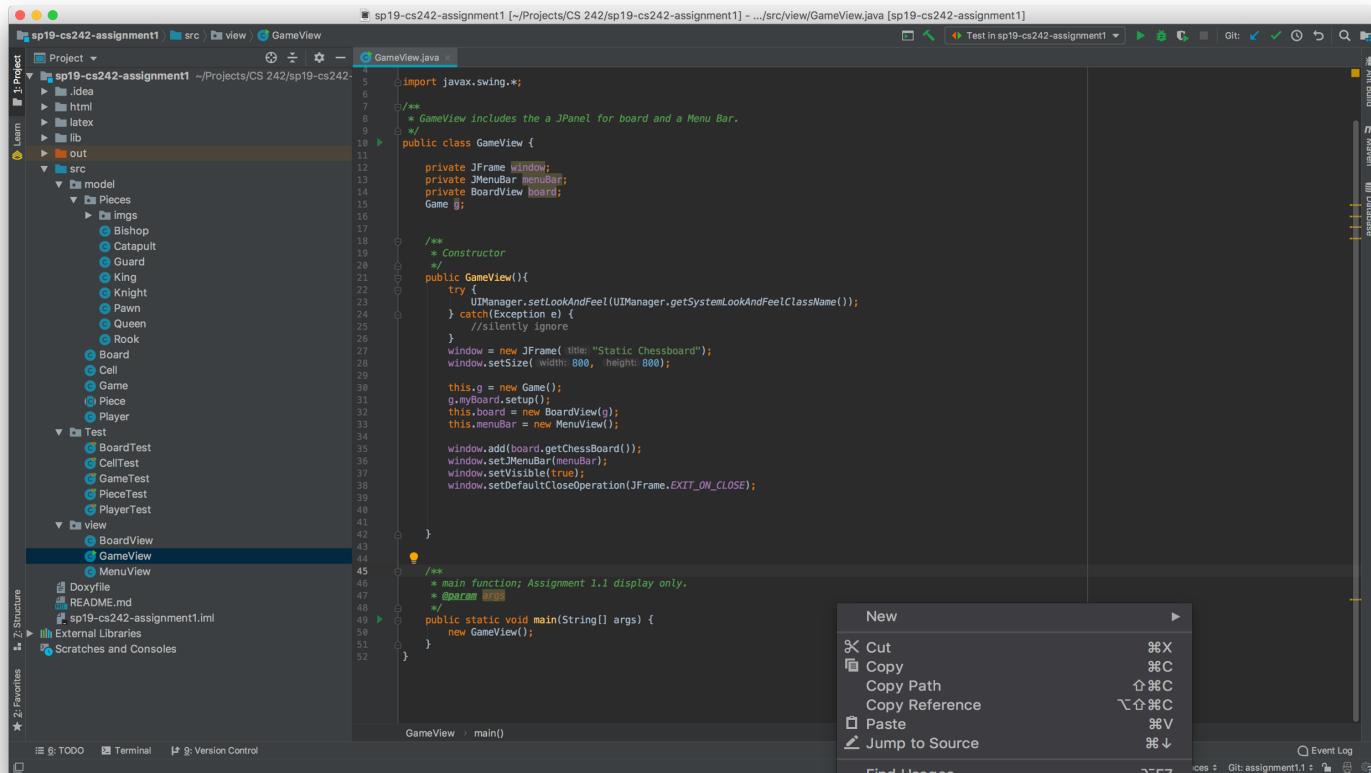


Manual Test Plan

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How to begin

1. In the View Package, find the 'GameView' class.



The screenshot shows the IntelliJ IDEA interface with the 'GameView.java' file open in the center editor window. The code defines a 'GameView' class that extends 'Object'. It initializes a JFrame window, a JMenuBar, and a BoardView. The main method creates a new GameView object and runs it. A context menu is open over the main() method, with the 'Run' option highlighted.

```
sp19-cs242-assignment1 [~/Projects/CS 242/sp19-cs242-assignment1] - .../src/view/GameView.java [sp19-cs242-assignment1]
import javax.swing.*;
/**
 * GameView includes the a JPanel for board and a Menu Bar.
 */
public class GameView {
    private JFrame window;
    private JMenuBar menuBar;
    private BoardView board;
    Game g;

    /**
     * Constructor
     */
    public GameView() {
        try {
            UIManager.setLookAndFeel(UIManager.getSystemLookAndFeelClassName());
        } catch (Exception e) {
            //silently ignore
        }
        window = new JFrame("Static Chessboard");
        window.setSize(800, height: 800);

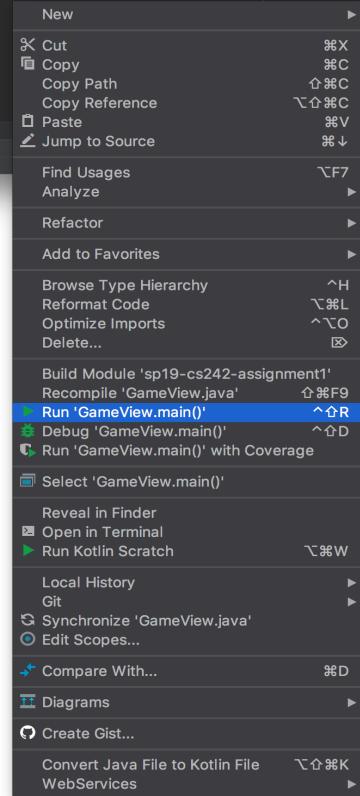
        this.g = new Game();
        g.myBoard.setup();
        this.board = new BoardView(g);
        this.menuBar = new MenuView();

        window.add(board.getChessBoard());
        window.setMenuBar(menuBar);
        window.setVisible(true);
        window.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    }

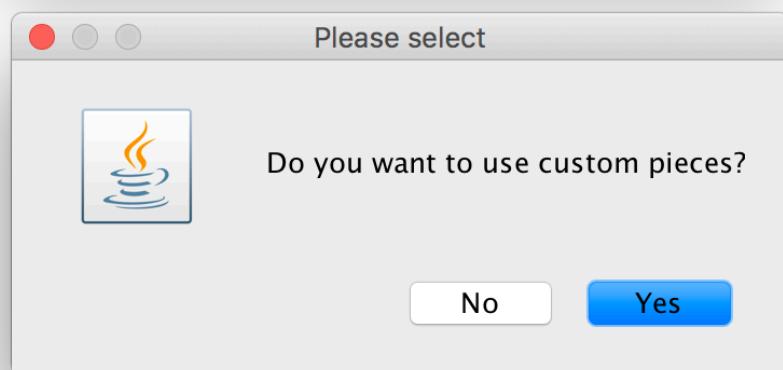
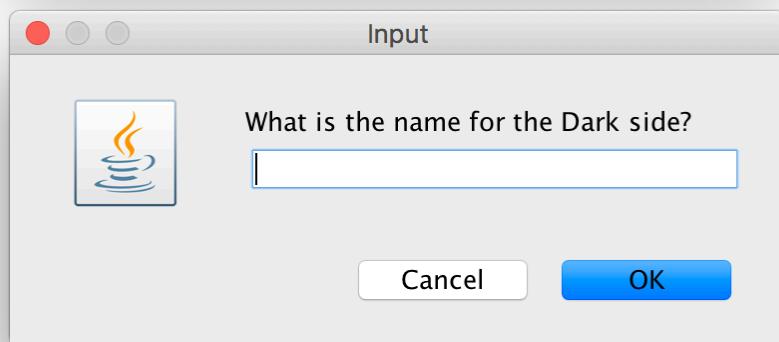
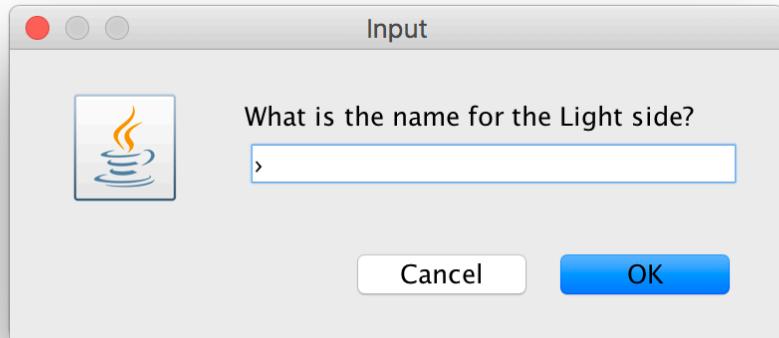
    /**
     * main function; Assignment 1.1 display only.
     * @param args
     */
    public static void main(String[] args) {
        new GameView();
    }
}
```

2. Right Click the 'GameView', and click "Run"

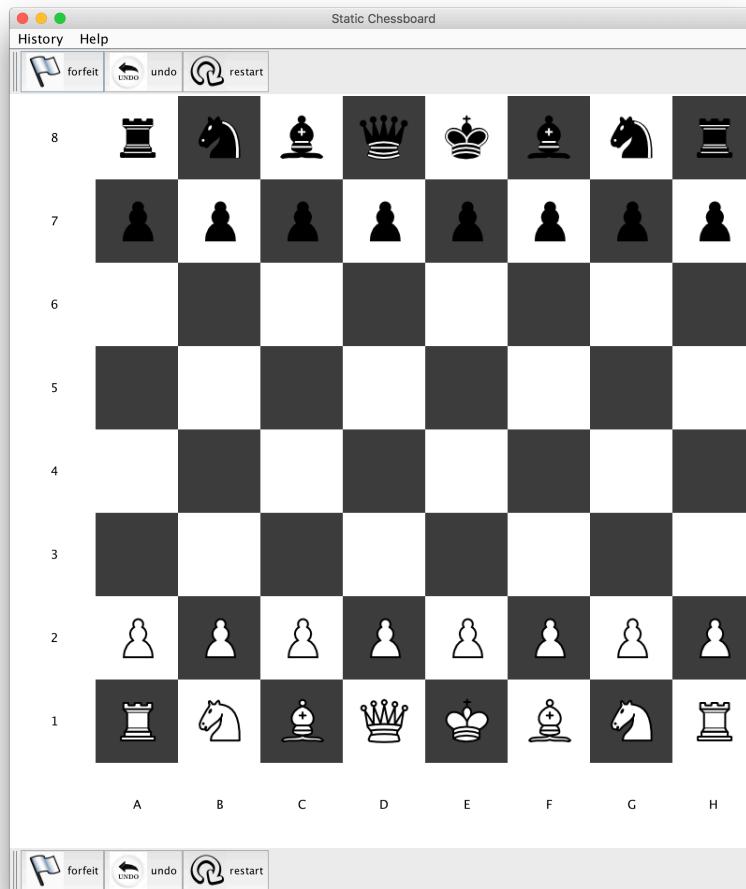
'GameView.main()' "



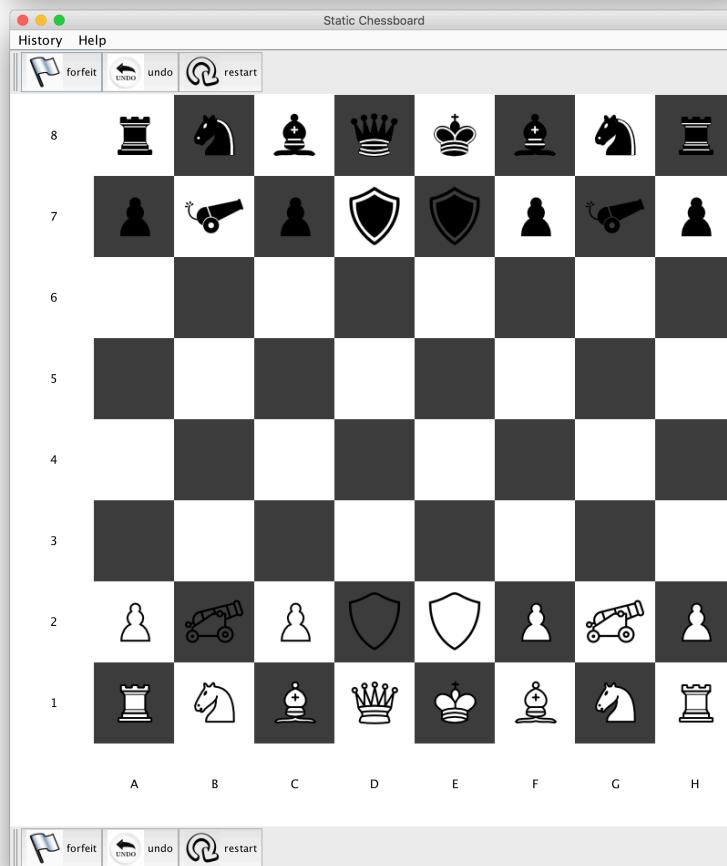
3. The Test should expect following Questions:



4. The tester should expect following views based on selection:

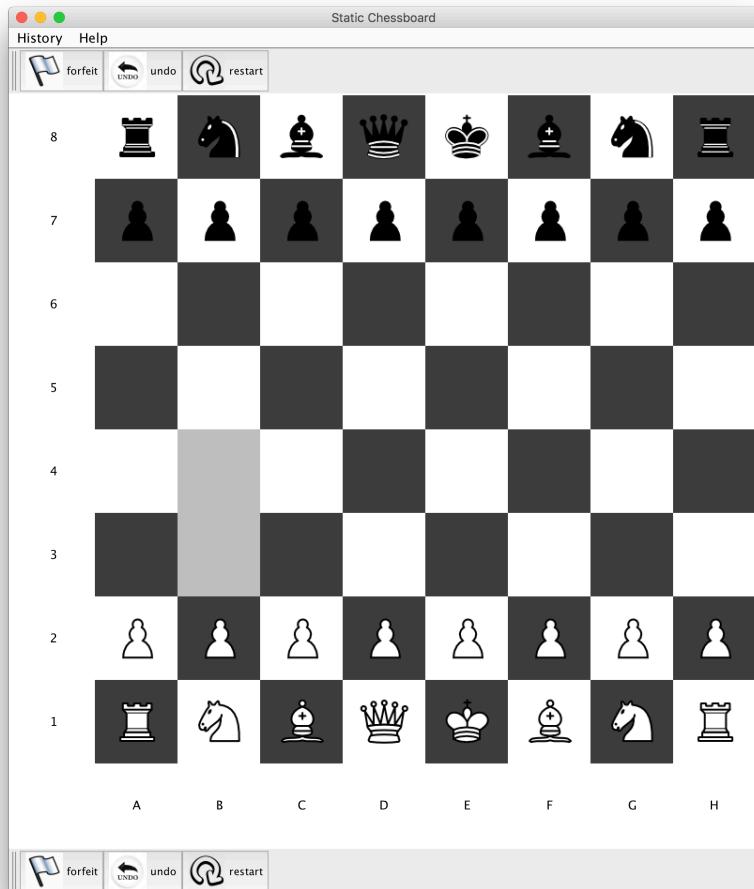


No Custom Pieces (Normal Game)

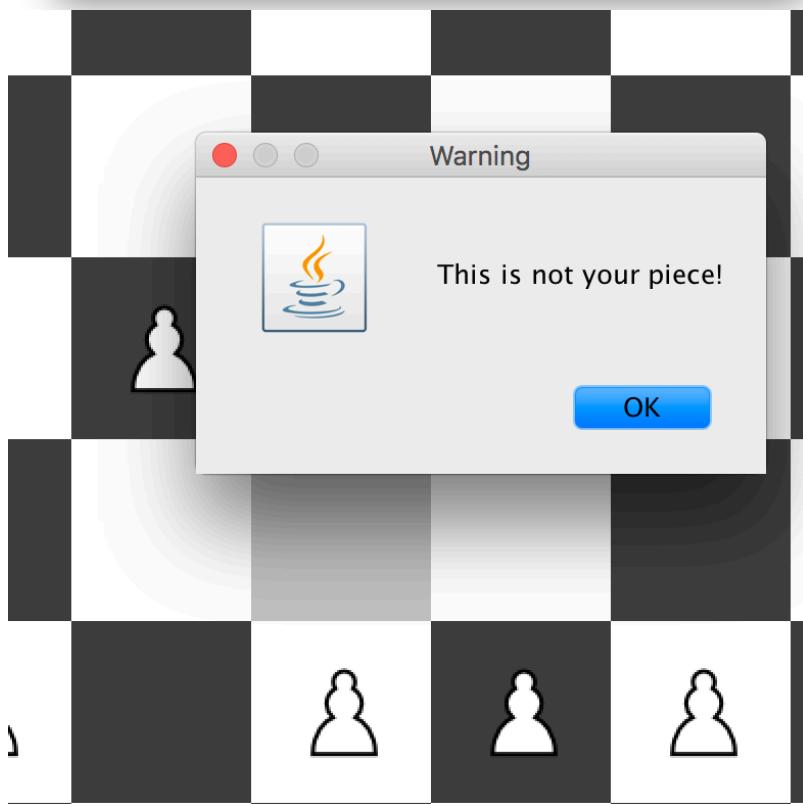


If select 'Yes'. 4 Pawns from each side were replaced by Custom Pieces 'Guard' and 'Catapult'.

5. The White should move first.



If player using white selected a white pawn to move, the possible cells are shaded.



If player using white selected a black pawn instead, he/she should expect the Warning on the left.

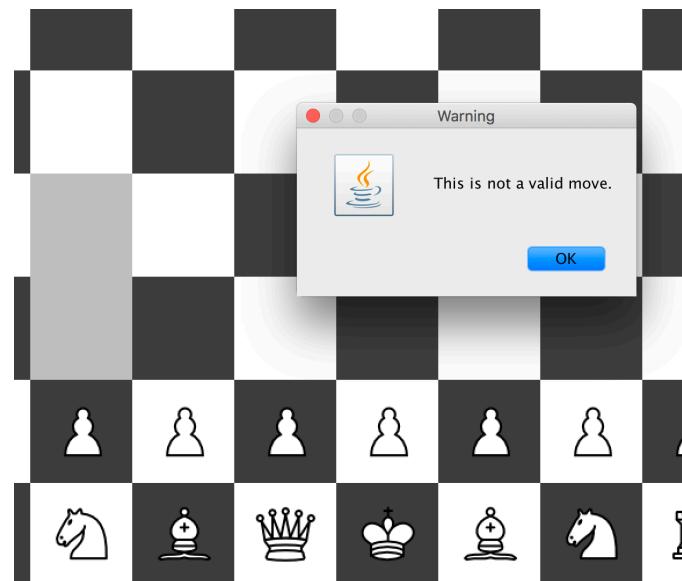
The same warning will be shown if a player selected opponent's pieces in his/her turn.

Basic Operation on Chessboard

1. Invalid Moves

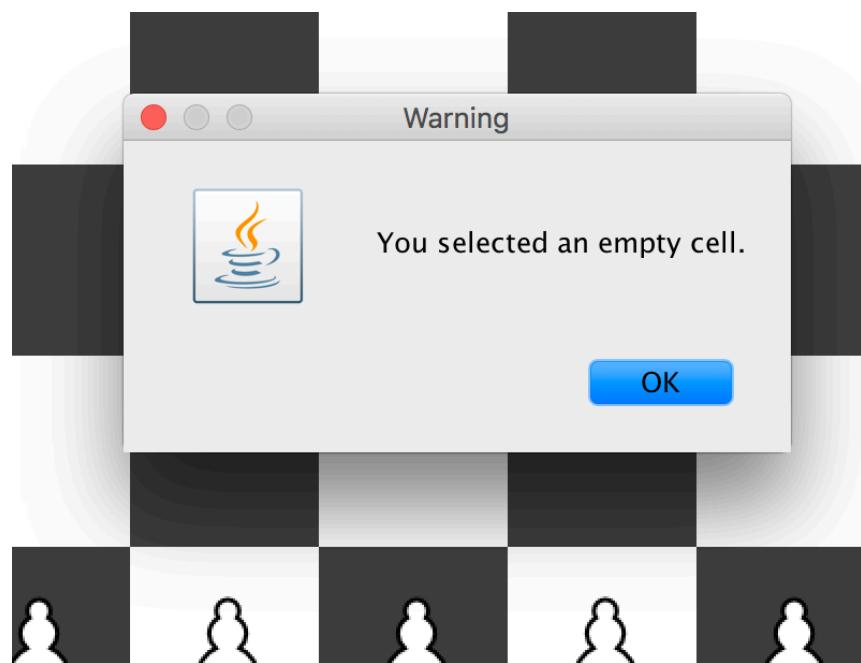
Tester didn't select one of gray cells (which means it is an invalid move).

A Warning on the left should pop up.

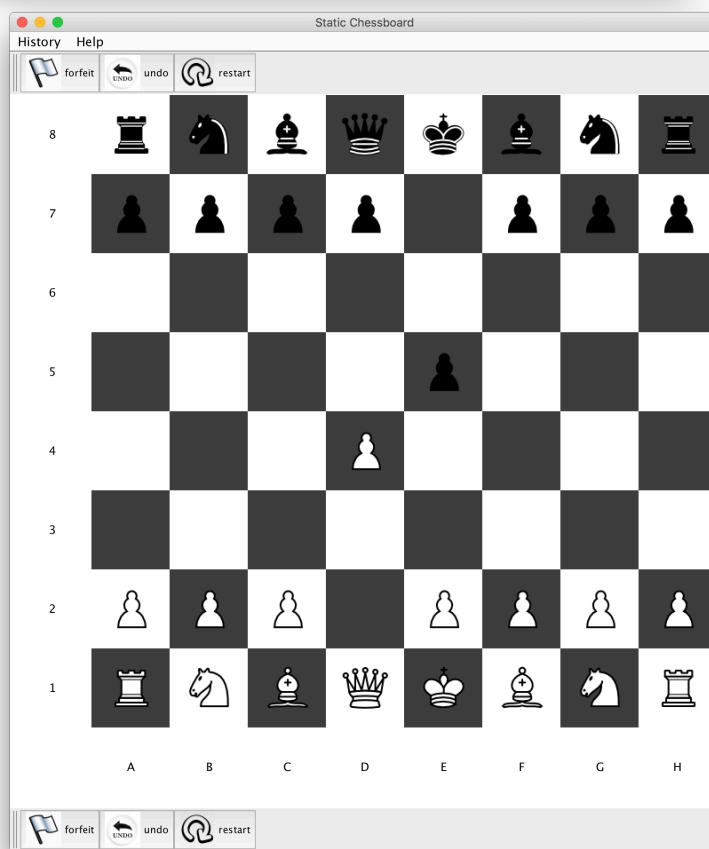
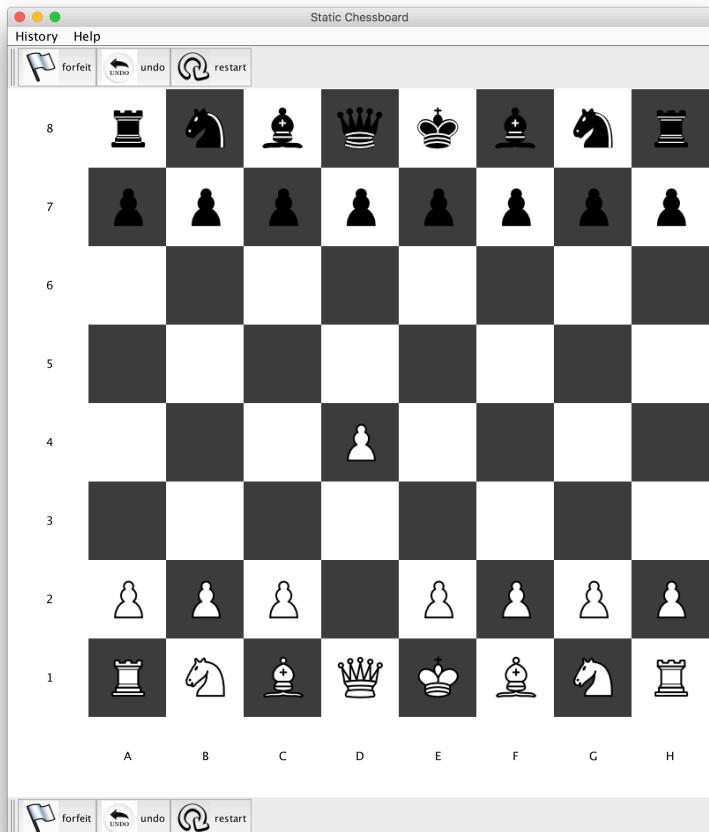


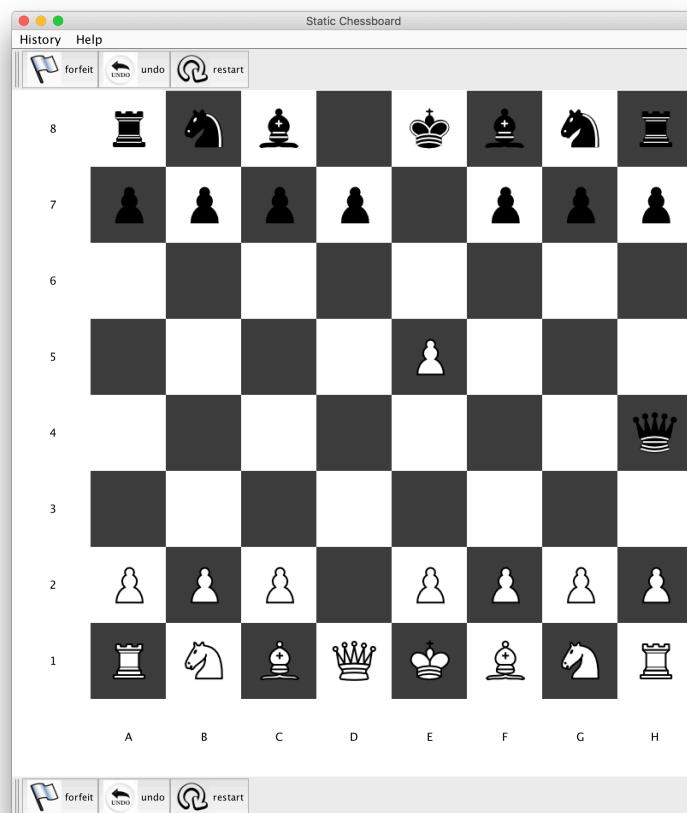
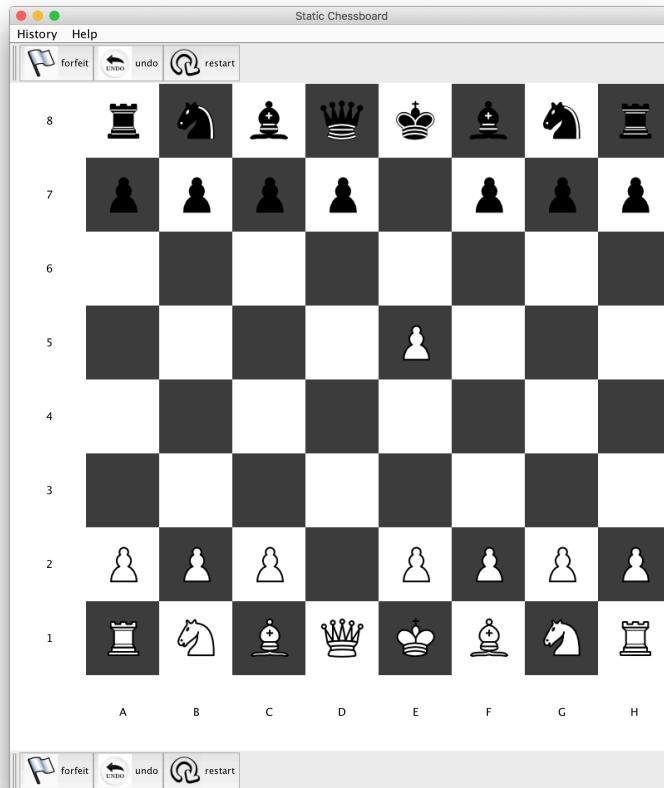
the Tester selects a cell without piece.

A Warning on the right should pop up.



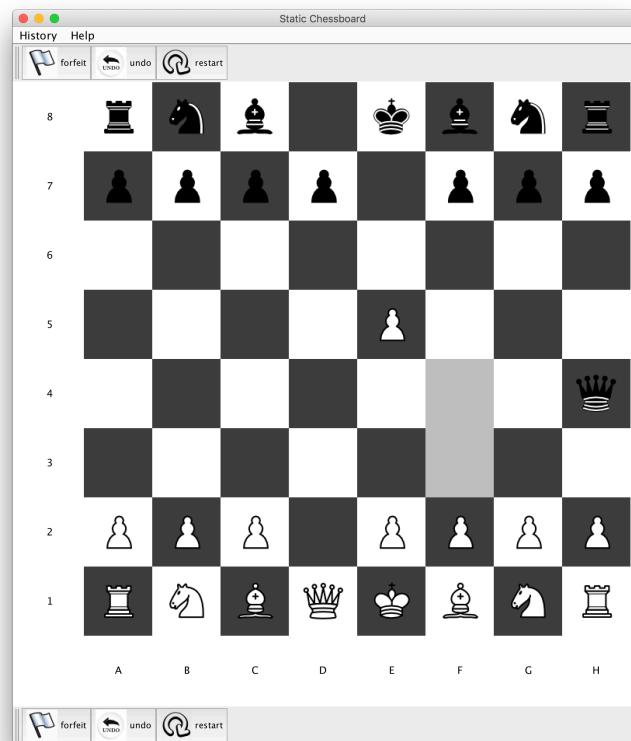
The Tester took operations as shown in the screenshots:



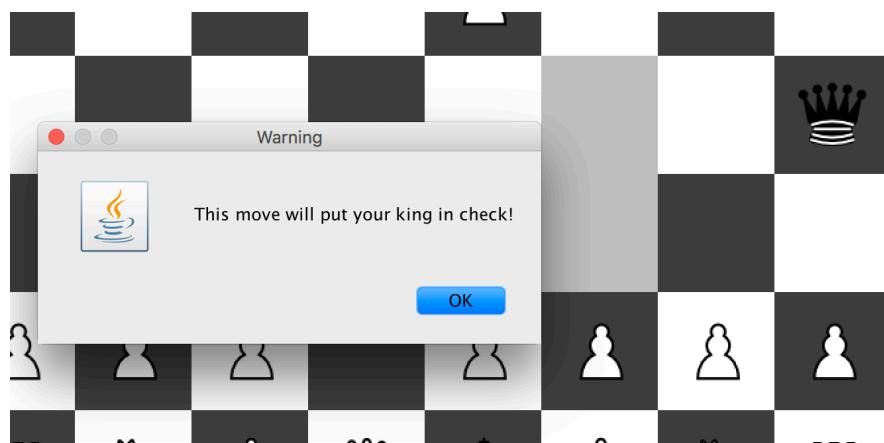


As we can see, if we move the white Pawn, the white king will be in check.

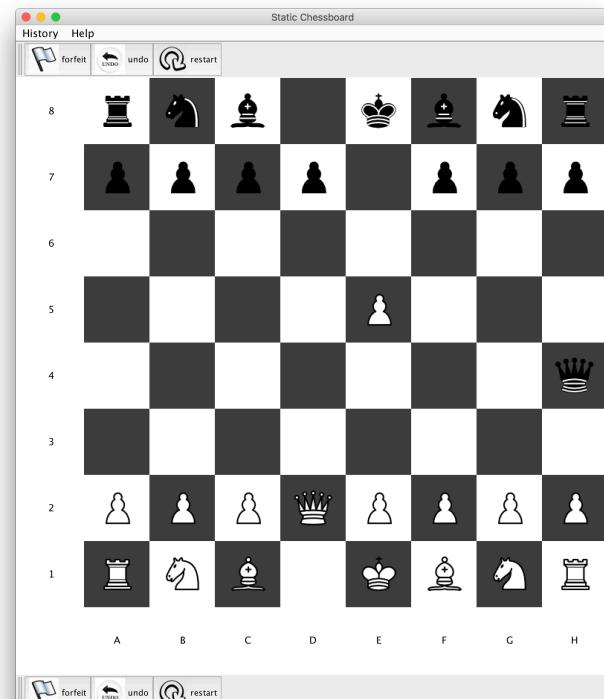
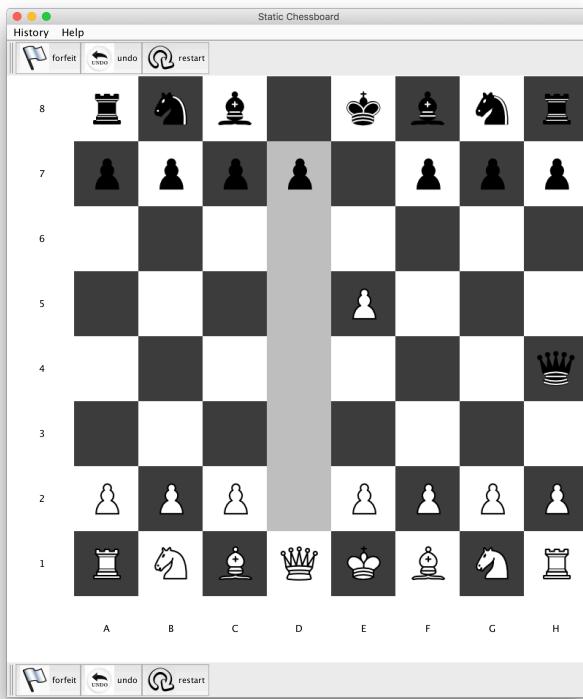
Perform the move.



The warning like below is expected.

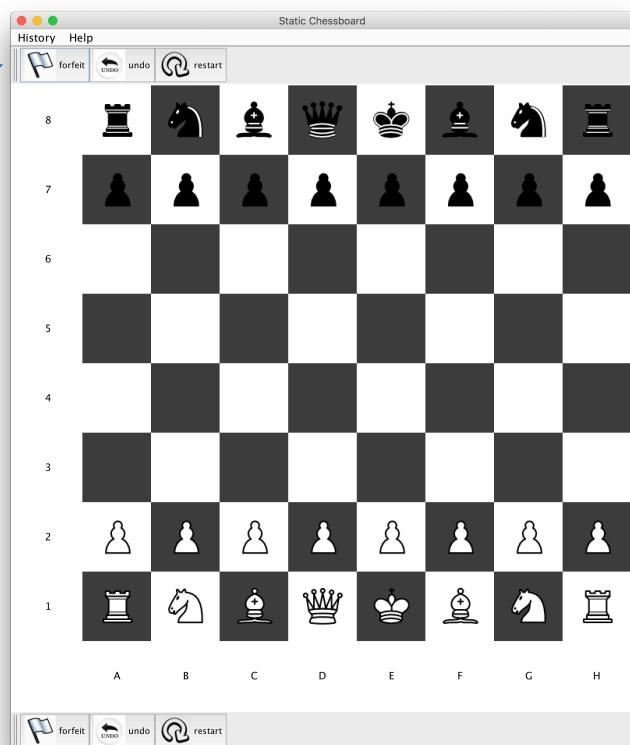


2. Turn after invalid move. (Verifying that, after the invalid move, the player still has his/her turn)
Followed last scenario, the test perform a valid move. Should be able to move the white piece.
(Example move: move White Queen one step forward)



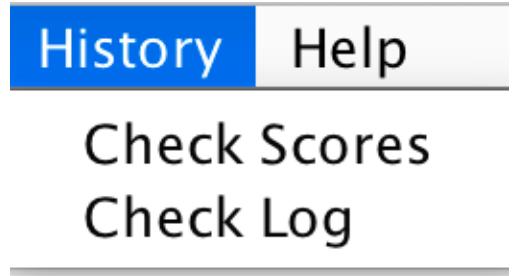
Tool Box Usage & Menu Usage

On the top, these are tool buttons for Black Player



On the top, these are tool buttons for White Player

In the History, the tester should expect following two options:



Clicking Check Scores, there should be a table showing scores:

A screenshot of a "Message" dialog box. It contains a small Java logo icon in the top-left corner. The main area is a table with the following data:

Name	Wins	Draws	Losses
black	0	0	3
white	3	0	0

At the bottom right of the dialog is a blue "OK" button.

Clicking Check Log, there should be log showing past movements from both sides.

A screenshot of a "Message" dialog box. It contains a small Java logo icon in the top-left corner. The main area displays the following text:

Log for this game
Player white moved White Pawn from C2 to C4
Player black moved Black Pawn from D7 to D5
Player white moved White Pawn from C4 to D5, and ate Black Pawn

At the bottom right of the dialog is a blue "OK" button.

1. Forfeit

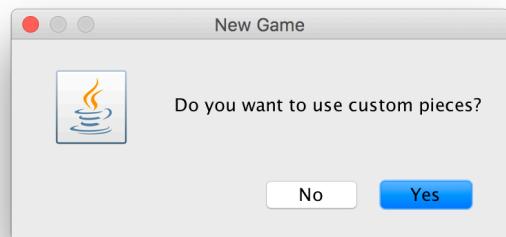


forfeit

Tester should first perform several random moves.

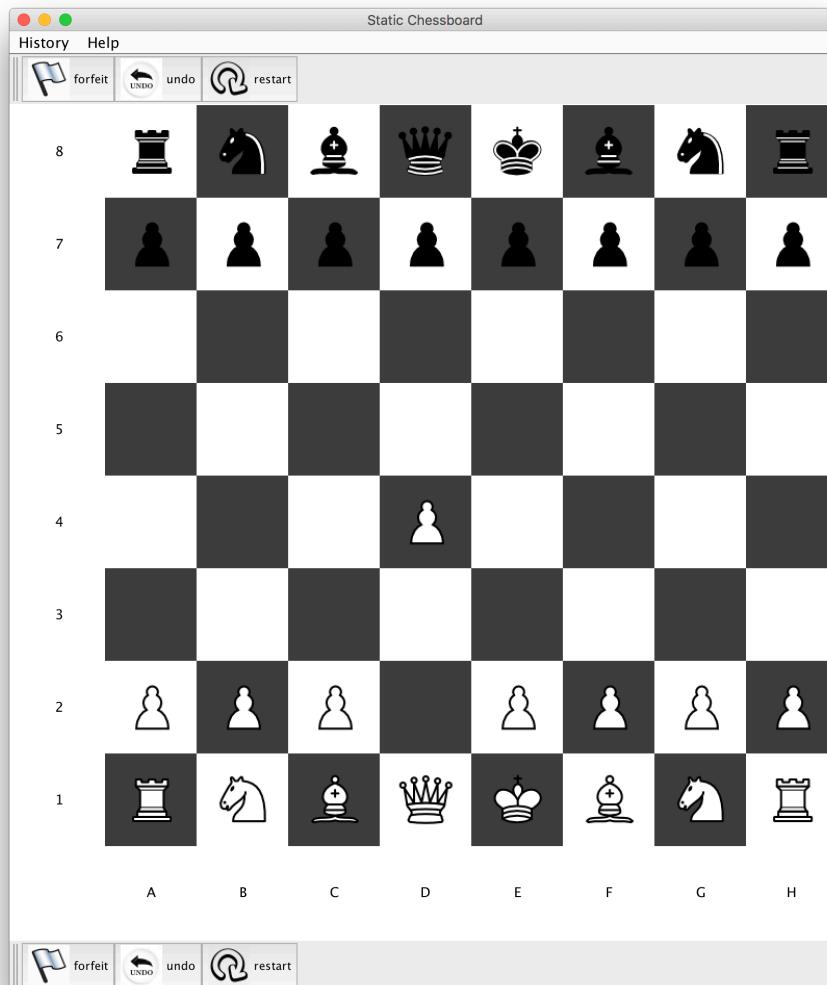
Then click forfeit button

a 'New Game' window pops up

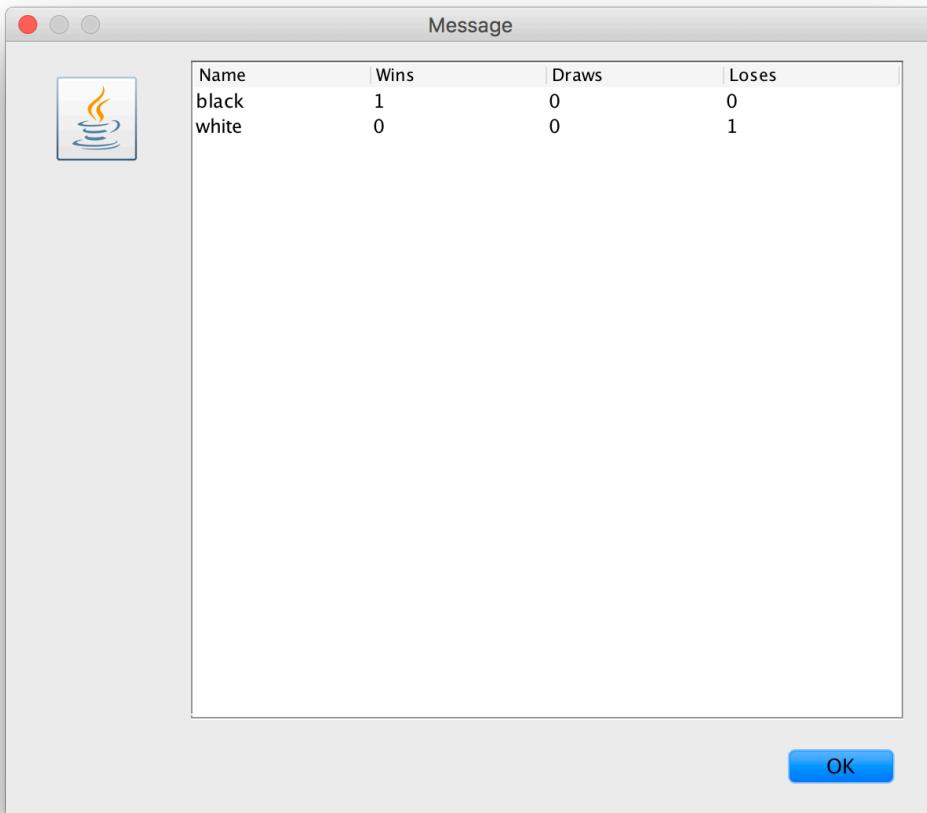


After selection, the new game should start

First, Test if it affects the 'turn'. White player should still move first



Then, check 'History' -> 'Check Score'. Because the white player forfeited, he/she should get one lose and the black player should get a win.

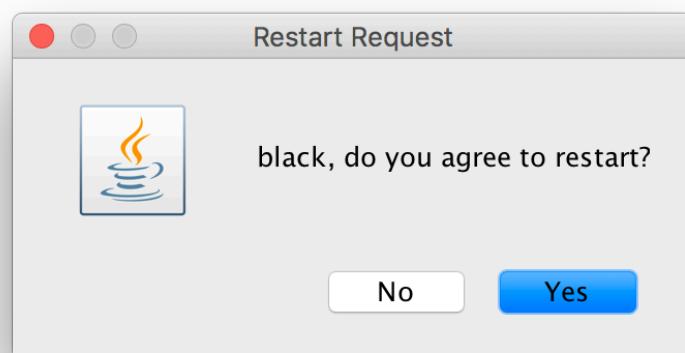


Tester should first perform several random moves.

Then click restart button

Click white restart for example.

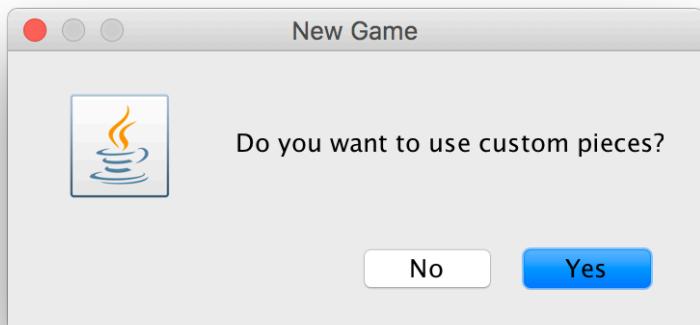
It should first ask black player if
she/he agrees to do so



The Tester should click 'No' first, and make sure that the Game gets back to normal.

Then Tester click restart again and click 'Yes' this time.

Should expect a pop up 'New Game' selection.



No matter Tester click what, there should be a draw score in 'Check Scores'.

Make sure there is an increase in draw:

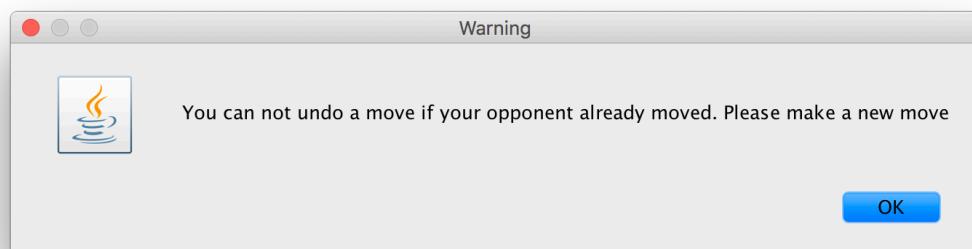
A screenshot of a Mac OS X style dialog box titled "Message". It features a logo of a flame inside a square icon. The dialog contains a table showing the current score. An "OK" button is at the bottom right.

Name	Wins	Draws	Loses
black	0	1	0
white	0	1	0

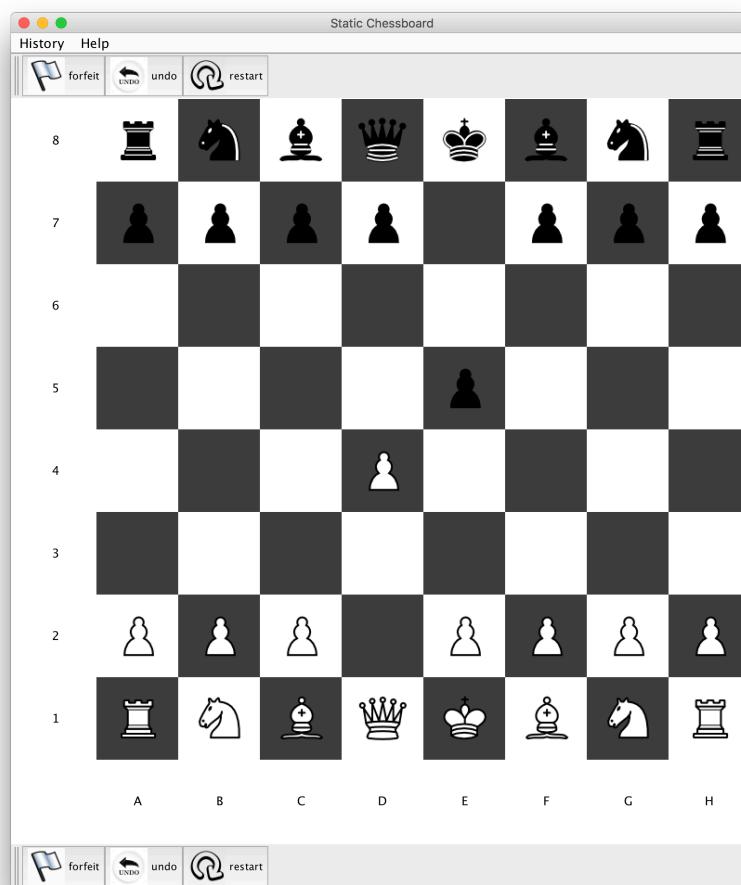
Then, make sure that White still move first.

3. Undo.

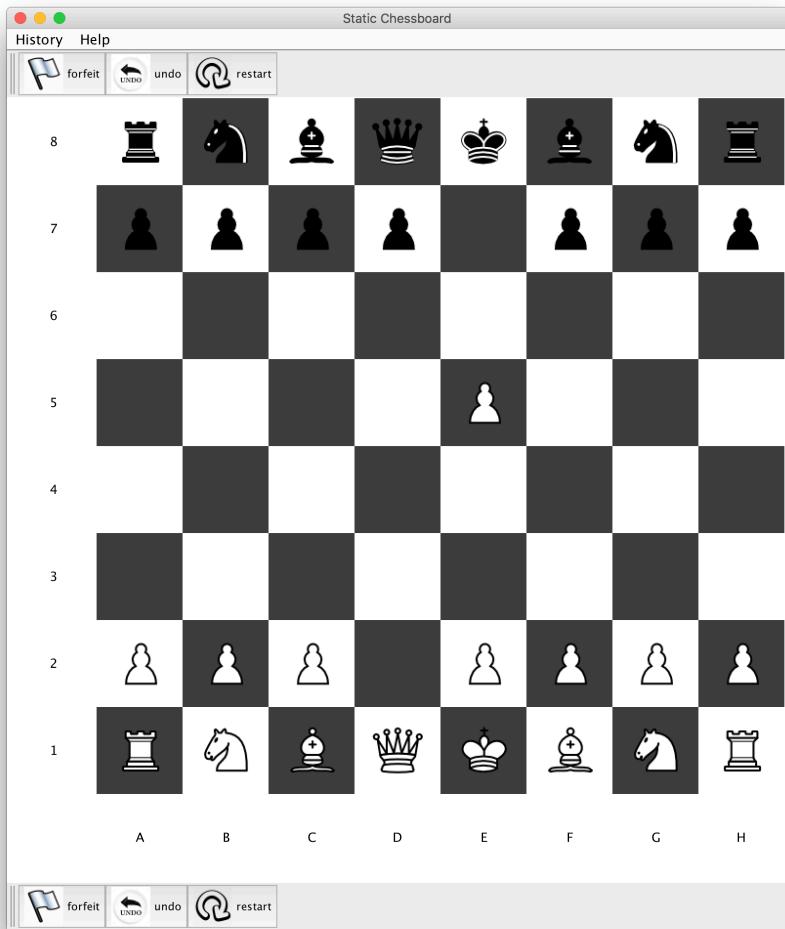
- Test first move a White Piece ahead.
- Click Undo in Black Tool Box.
Should expect a Warning.



- Click Undo in White Tool Box.
The chess board should be like beginning.
- Move the Pieces into following condition:

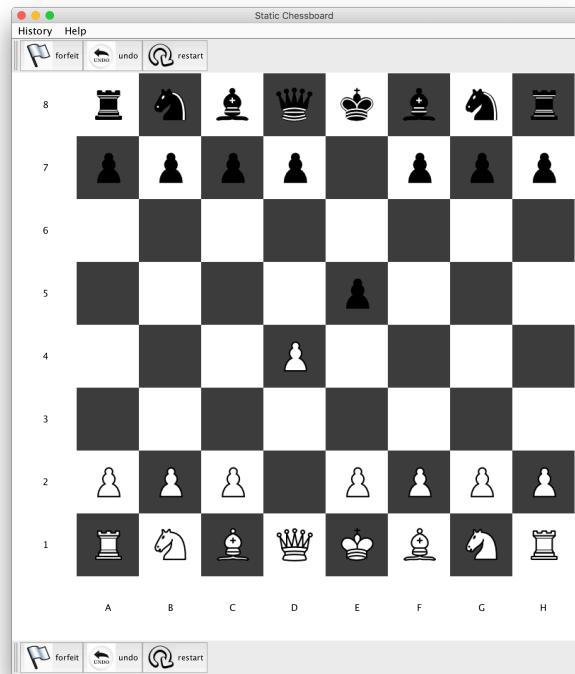


Eat the black pawn.

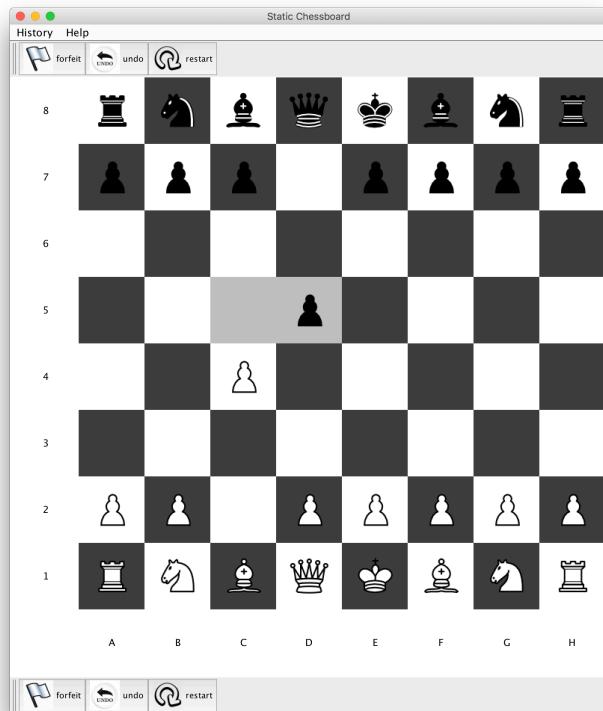


Click White Undo.

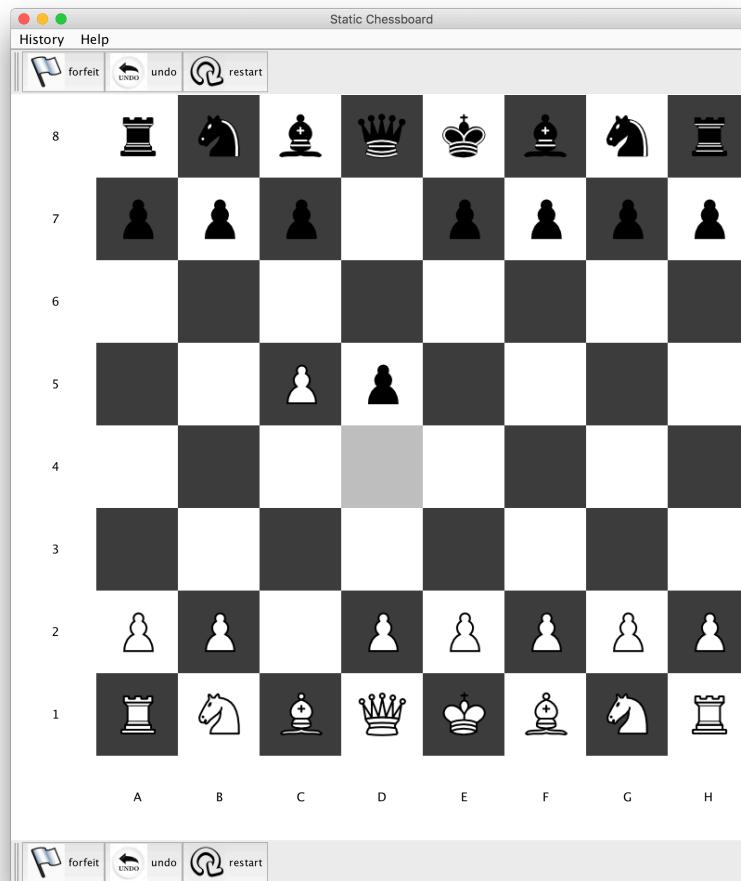
The White Pawn should back to D4, and
Black Pawn get back.



Make sure it is still white turn.

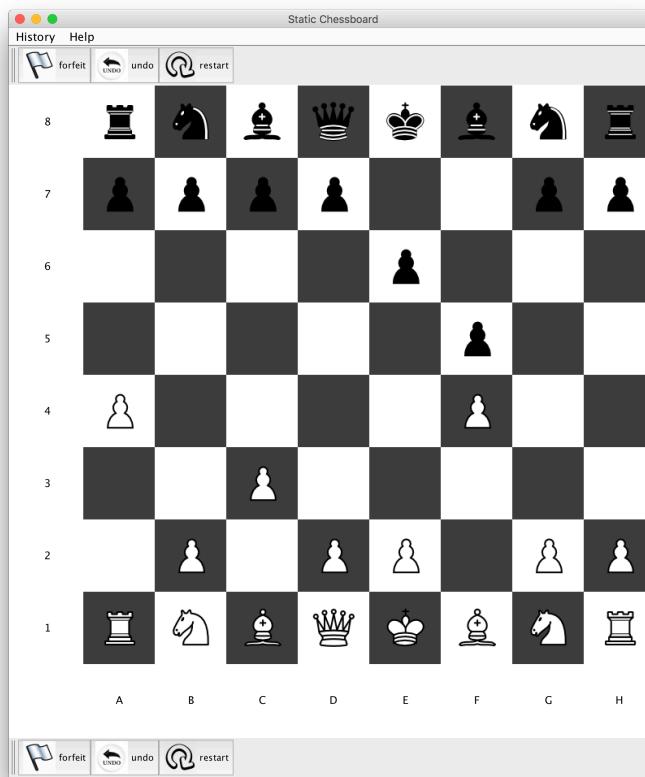
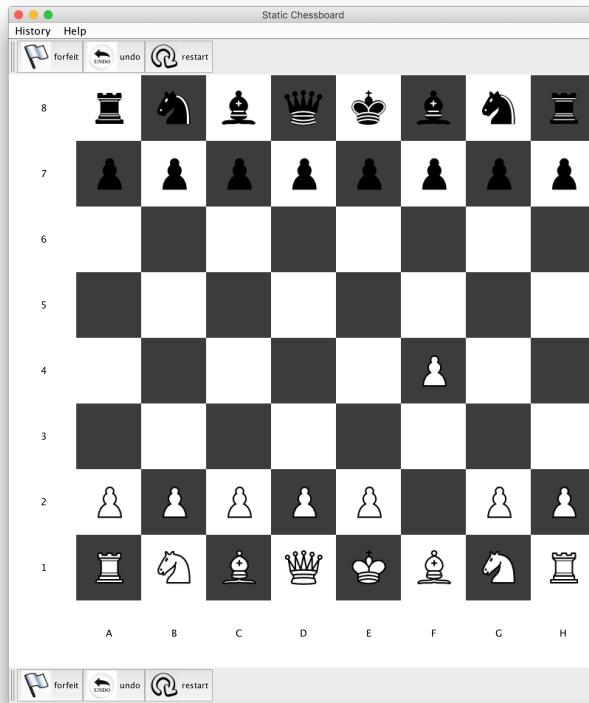


Make sure the black pawn is functioning.

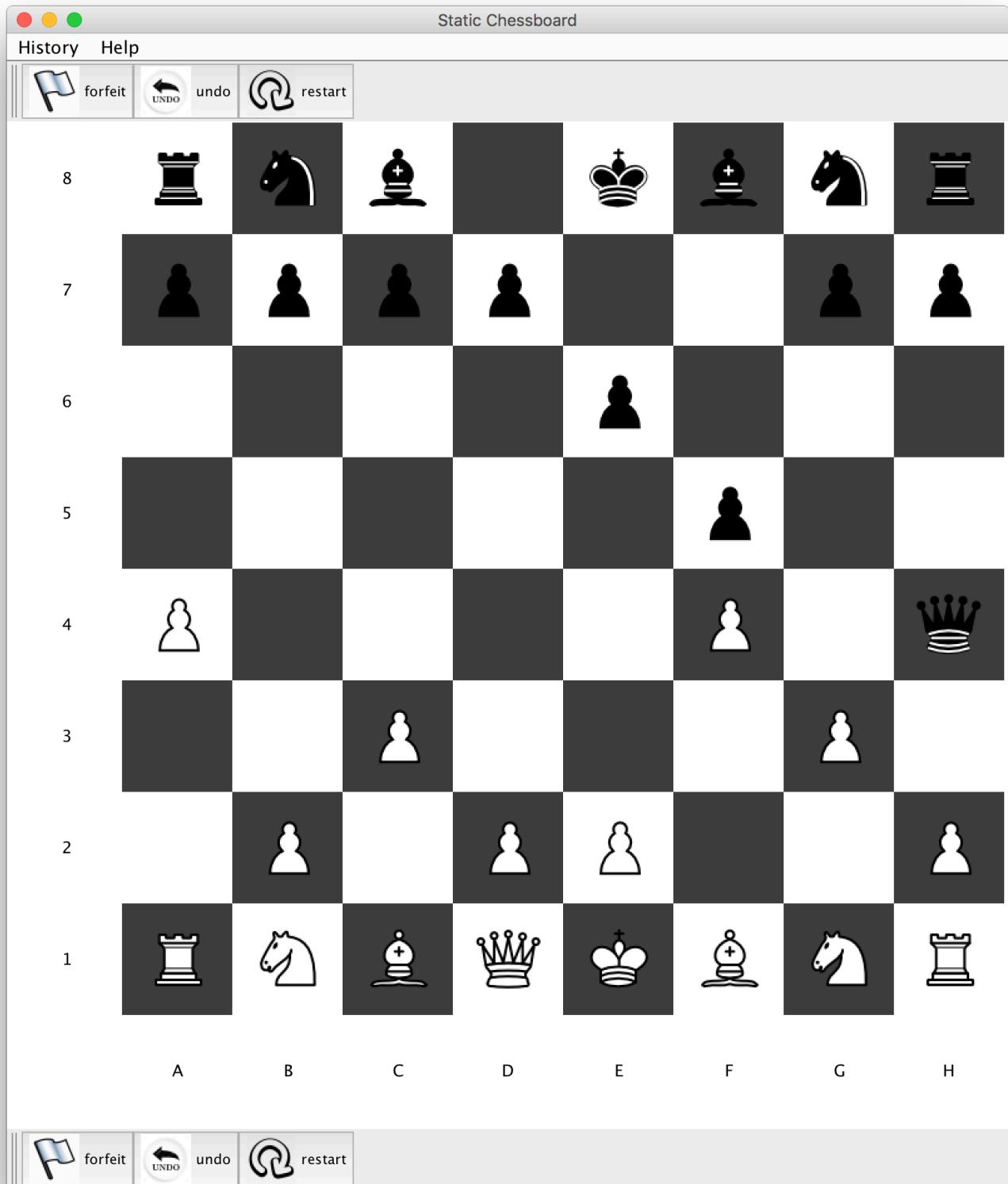


Game Ending Condition

Test should follow such moves: (Fools Checkmate)

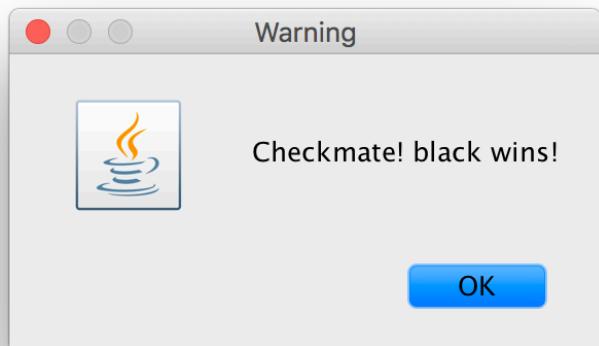


Then move the Queen, white should move Pawn



Use Queen to eat the Pawn, there should be a Checkmate.

Should expect:



And an increase in Win/Lose

A screenshot of a Mac OS X style message dialog box. The title bar says "Message". In the center, there is a small icon of a flame inside a blue rounded square. To the right of the icon, there is a table showing the current win/loss record:

Name	Wins	Draws	Loses
black	1	0	0
white	0	0	1

At the bottom right of the dialog is a blue "OK" button.

Stalemate should have a warning as well.
And there should be an increase in Draw.