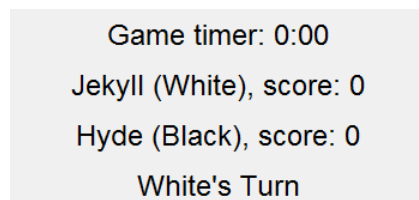# GUI Manual Test Plan (v. 1.2)

Startup:

When loading the program, from GUI.Main, the GUI should look as pictured below:

You will be prompted to enter the players' names.

After entering names, the top right panel should look similar to below with the names you entered.

The game timer does not yet work, so it will not begin counting.

Clicking on the File menu will show the following options: New Window, New Window (Custom), Save Board, Load Board, Exit

Clicking New Window or New Window (Custom) will show the following prompt:
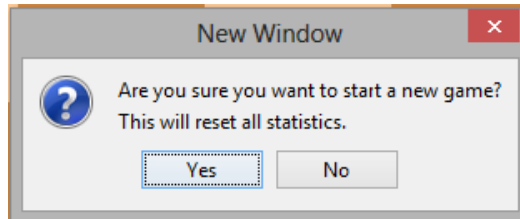
Clicking Yes on this dialogue will reset all saved data, close the current window, and launch a new window where you can enter new player's names.

If you choose New Window (Custom), the game will be launched with custom pieces and the board will look like below:
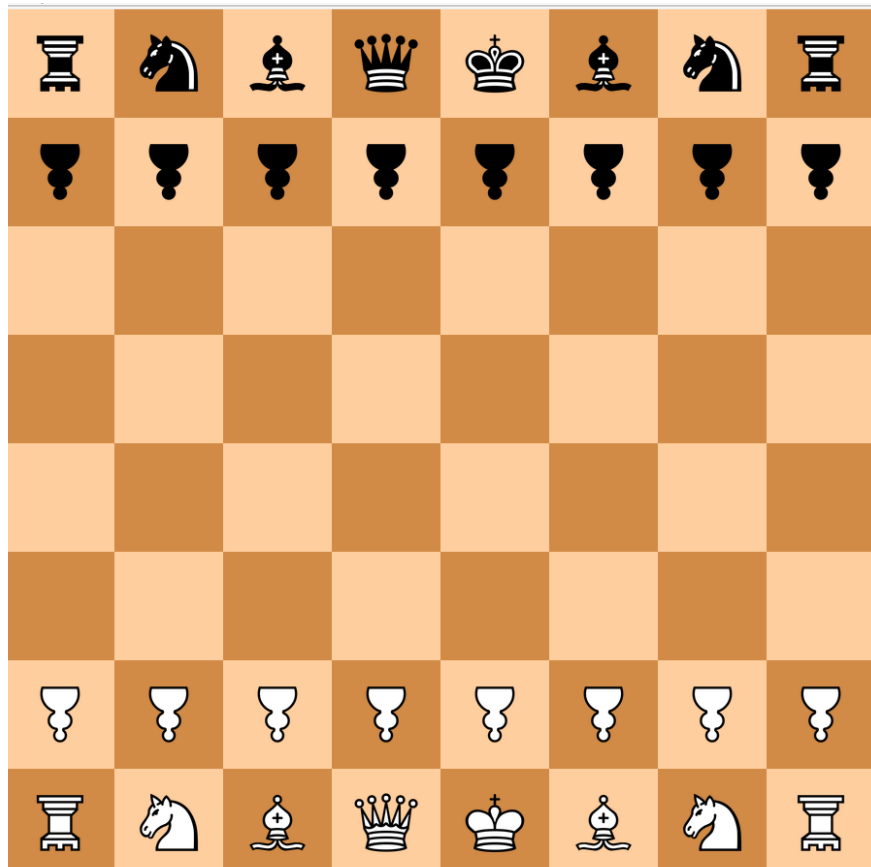
The Save Board and Load Board options are not functional yet and will have no effect when clicked.

Clicking exit will display a prompt "Are you sure you want to exit?", and close the program if Yes is chosen.

Clicking on a piece will highlight the legal move squares blue, in the following example, the king pawn was chosen:
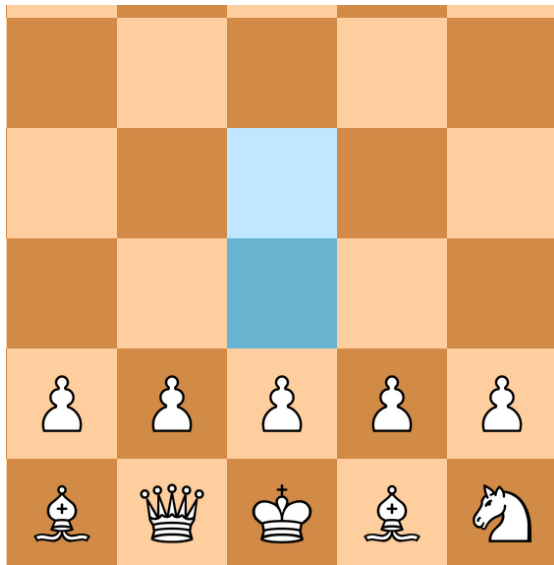

To move a piece, click and drag the piece to the destination square, then release the mouse. If the move is not allowed, the user will see this prompt:


Clicking OK will return back to the board, where the player can attempt to move again.

In the screenshot below 4 moves have been made. The game history panel on the right hand side has been populated with the moves. A move by a non-pawn piece is prefixed with the first character of the piece, except for a Knight which is prefixed with N. An added screenshot of the move history has been provided. This move history compiles with the PGN (Portable Game notation) standard.
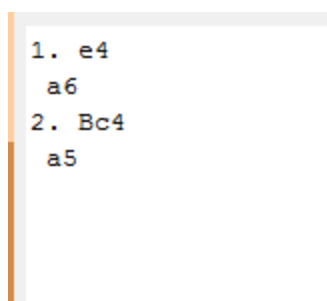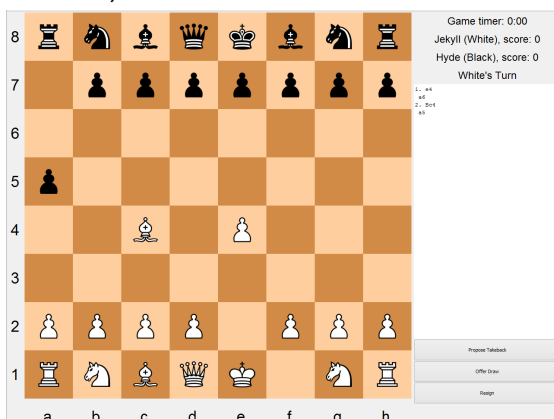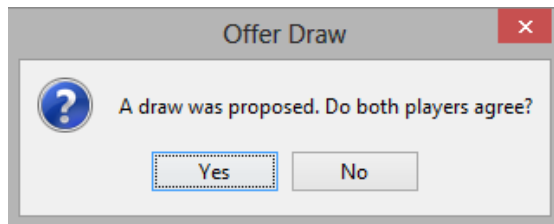
Clicking on the Game menu will show: Propose Takeback, Resign, Offer Draw.
Clicking these buttons in the menu has the same effect as clicking the buttons on the bottom right.
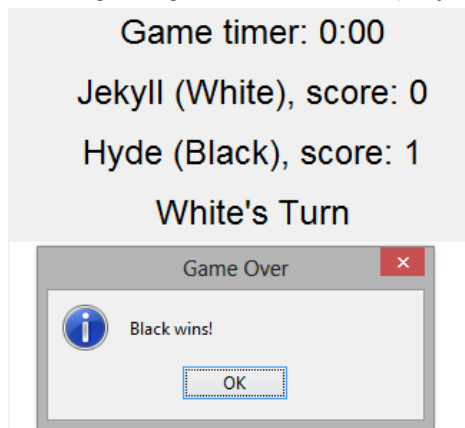
Propose Takeback:
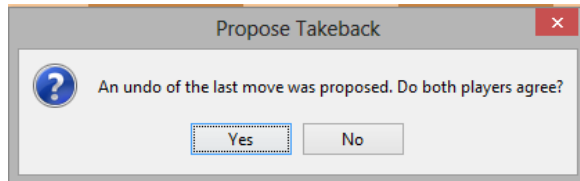
If Yes is selected, the last move will be reverted and the entry from the history will be cleared.

Offer Draw:

If Yes is selected, the current game will end and a new game will begin keeping the current players' names. The players' scores will not increase.

Clicking resign will cause the player whose turn it is to forfeit. Their opponent will gain a point.

When a game ends, due to forfit or checkmate. The above prompt will be displayed, increasing the score of the winner, and displaying who won. In this example white resigned, so black won.

Clicking on the Edit menu will display a settings button, which does not do anything yet.
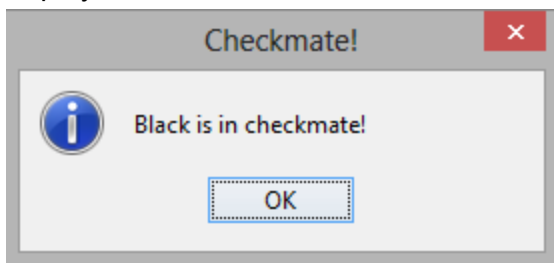
Clicking Help will display an about button which will display the following message:
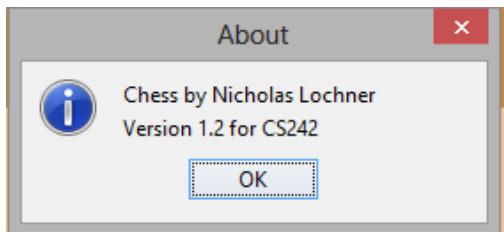
If a player is in check, the following prompt will be displayed with the player who is in check, and their only valid move is to move out of check.
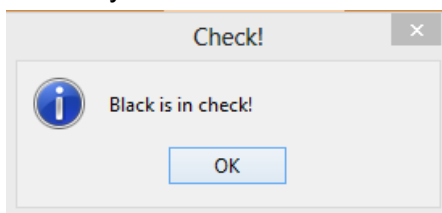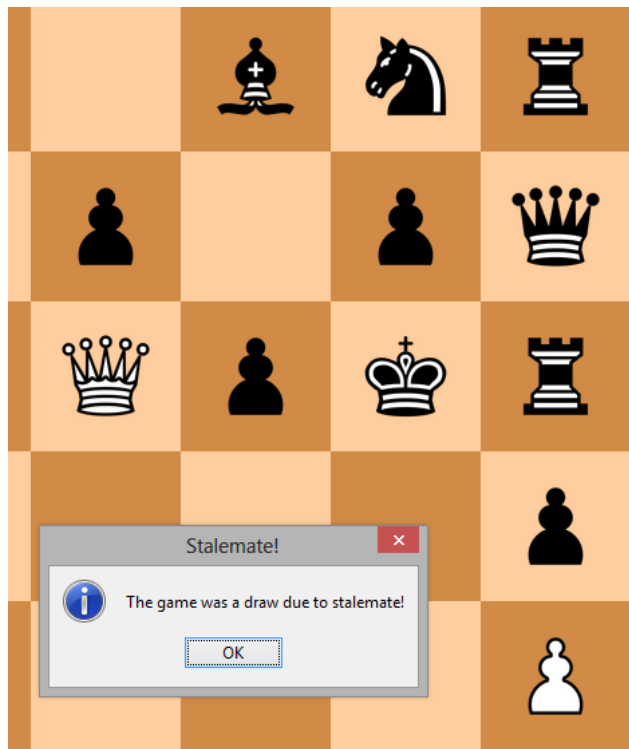

If they can not move out of check, they are in checkmate and the following prompt will be displayed:

The game will then end, and their opponent will win and gain a point. A new game will then be started.

If the board is in a stalemate, the game will be counted as a draw. The following message will be displayed (Note that the board is in a stalemate configuration):

Further testing, Verify:

capturing a piece removes the opponent piece, and your piece will take the square.
pieces are dragged and placed properly.
no illegal moves can be made.
the correct players' names are always displayed.
the possible move highlight is correct.
the board resets when a game ends, and scores are updated properly.