OPERATION CONTRACTS

Contract CO1: playNewGame()

Cross Referencess:

Pre Conditions: Game must be started.

Post Conditions: Level screen comes up.

Contract CO2: selectLevel(level)

Cross Referencess:

Pre Conditions: Level screen must be seen by player.

Selected level must be unlocked.

Post Conditions: Confirmation screen pops up.

Contract CO3: moveLokums(lokumX,lokumY)

Cross Referencess:

Pre Conditions: Game must be started.

Player must have avaliable move left.

Post Conditions: Score gets updated accordingly.

Board is redrawned.

If necessariy create special lokums.