**Use Case 1: Play Time Based Level**

Primary Actor: Player

Precondition: Time based level is opened.

Postcondition: Unlock next level.

Main Success Scenario:

1. Time starts to decrease.
2. Player moves lokums according to game’s rules.
3. Lokums are bombed.
4. Score is updated accordingly.

\*steps 2, 3, 4 repeat until time is equal to zero.

1. win screen is showed.
2. Next level is unlocked.

Alternative Scenario:

3. If timeLokum is bombed;

3a. Additional time is added to time left.

4. If current score reaches to target score;

4a. Time become zero and additional score added to current score.

5. If current score does not reach to target score;

5a. Lose screen is showed.

6. If lose screen is showed;

6a. Next level is not unlocked.

**Use Case 2: Special Swap**

Primary Actor: Player

Precondition: Level has special swap property.

Postcondition: Board and info board updated accordingly.

Main Success Scenario:

1. Player presses the special swap button.
2. Player chooses a lokum.
3. Player chooses another lokum.
4. These two lokums are swapped.
5. Board and info board updated accordingly.
6. Lokums are bombed until board become stable.

Alternative Scenario:

1. If player’s special swap left is zero;

1a. Player cannot press special swap button.

6. If board is stable;

6a. No lokum bombed