Behavioral contacts:

Operation: playMove(Move move)

Preconditions: The game is underway.
The player has enough normal tiles to form a valid word.
The player has a special tile (if the move contains a special tile).

Postconditions: 1. If the move was invalid, the tiles would be returned and player would be asked to play a move again.
2. If the activated special tile was a negative tile, the score of player would decrease.
3. If the activated special tile was a reverse tile, the turn order of players would be reversed.
4. If the activated special tile was a boom tile, some tiles on the board would be removed.
5. If the activated special tile was a retrieve tile, the player would be asked to play a move again.
6. If the two special tiles was activated at the same time, they would invoke one by one from left to right or from top to down.
7. The special tiles on the board was changed (if the player have placed a special tile in this turn).
8. The score of the player changed.
9. The tiles on the board increased .
10. The number of tiles in the letter bag decreased.