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
follow rules of precedence. The rules of precedence is that the
boom is the first priority, then is the negative tile, the retrieve tile
and the reverse tile are the third and the fourth priority respectively.
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.