# Use Case UC1: Pattern Move

**Scope:** Chewy Lokum Legend

**Level:** player goal

**Primary Actor:**  Player

**Stakeholders and Interests:**

* User: Wants the ability to swap appropriate lokums and destroy lokums on the board.

**Preconditions:** The program is running. There is an active game. There are lokums eligible to form a pattern match.

**Success Guarantee (or Postconditions):** Lokums are correctly destroyed. New and existing lokums correctly fall down to fill the gaps. If the pattern has more than 3 lokums, the dragged lokum is successfully transformed to a special lokum of the same color at the correct place. The correct special lokum is placed according to the type of pattern.

**Main Success Scenario (or Basic Flow):**

1. Player recognizes the lokum pattern.
2. Player picks the desired lokum to swap.
3. Player drags the lokum vertically to make a horizontal quadruple.
4. System swaps the places of the dragged lokum and the lokum that the mouse was dragged to.
5. System destroys the lokums that create the pattern, except the dragged one.
6. System transforms the dragged lokum to a vertically striped lokum of the same color.
7. System drops all lokums above by one square to fill in the empty spaces.
8. System fills the gaps that occur at the top of the board with randomly generated lokums.

**Extensions (or Alternative Flows):**

3a. Player drags a lokum from a diagonal location:  
 1. Swapping occurs diagonally.  
3b. Player drags a lokum from a horizontal location:  
 1. Swapping occurs horizontally. A vertical pattern is formed instead.  
3c. Player forms a triple instead:  
 1. System swaps the places of the dragged lokum and the lokum that the mouse was dragged to.  
 2. System destroys the lokums that create the pattern. Scenario continues from 7.  
3d. Player forms a quintiple instead:  
 1. At step 6, System transforms the dragged lokum to a Color Bomb lokum instead.  
 1a. The quintiple has a T or L shape:  
 1. System transforms the dragged lokum to a Wrapped lokum instead.  
5a. The dragged lokum does not complete a pattern:  
 1. System swaps the swapped lokums back to their places without destroying any lokums.  
5b. The lokum that was swapped to the first location also forms a pattern:  
 1. System destroys the other pattern too, except the swapped lokum.  
 2. System transforms the swapped lokum to the appropriate special lokum if the pattern was  
 quadruple or quintuple  
7-8a. The dropped lokums also form pattern(s):  
 1. System destroys the other patterns too, except the swapped lokum.  
 2. System transforms the swapped lokum to the appropriate special lokum if the pattern was  
 quadruple or quintuple

# Use Case UC2: Special Move

**Scope:** Chewy Lokum Legend

**Level:** player goal

**Primary Actor:**  Player

**Stakeholders and Interests:**

* User: Wants the ability to swap appropriate lokums and destroy lokums on the board.

**Preconditions:** The program is running. There is an active game. There are lokums eligible to form a Striped + Color Bomb match.

**Success Guarantee (or Postconditions):** Lokums are correctly destroyed. The board is modified correctly according to the special case of the special lokums. New and existing lokums correctly fall down to fill the gaps.

**Main Success Scenario (or Basic Flow):**

1. Player recognized the special lokum pair pattern on the board.
2. Player drags one of the special lokums to match with the other.
3. Player swaps the two lokums.
4. System destroys these two special lokums.
5. System converts all other lokums which have the same color with the Striped one, to a horizontally or vertically Striped lokum of the same color, chosen at random. (Striped + Color Bomb)
6. System destroys the rows/columns of the Striped lokums, according to their Stripe directions.
7. System drops all lokums above to fill in the empty spaces.
8. System fills the gaps that occur at the top of the board with randomly generated lokums.

**Extensions (or Alternative Flows):**   
  
5a. Regular + Color Bomb match:  
 1. System destroys all lokums that have the same color as the regular one. Scenario continues  
 from step 7.  
5b. Striped + Striped match:  
 1. System destroys the row and column of the dragged lokum. Scenario continues from step 7.  
5c. Striped + Wrapped match:  
 1. System destroys 3 rows and 3 columns, of which the center is the dragged lokum. Scenario  
 continues from step 7.  
5d. Wrapped + Wrapped match:  
 1. System grants 3600 points. Scenario ends.  
5e. Wrapped + Color Bomb match:  
 1. System performs the regular + color bomb match step twice, once with the wrapped lokum’s  
 color, once with a random color. Scenario continues from step 7.  
5f. Color Bomb + Color Bomb match:  
 1. System destroys all the lokums on the board. Scenario ends.  
7-8a. The dropped lokums also form pattern(s):  
 1. System destroys the other patterns too, except the swapped lokum.  
 2. System transforms the swapped lokum to the appropriate special lokum if the pattern was  
 quadruple or quintuple