**Operation**: specialSwap(x1, y1, x2, y2)

**Cross Reference**: Use Case Play a Game

**Pre-Conditions:**

* The game is loaded successfully.
* User has moves left.
* User has special moves left.
* There is time left, if level is time based.
* User specified his/her move is a special move.
* Cells specified by the given coordinates are in the current board and contain lokums in them.

**Post-conditions:**

* Lokums in the cells at the specified positions of the current GamePlay’s board are exchanged.
* GamePlay object’s specialMovementsLeft attribute is decremented by one.
* GamePlay object’s movementsLeft attribute is decremented by one.
* GamePlay object’s score attribute is updated based on scoring rules.