

Operation Contract 1: clickStartGame

Operation: clickStartGame()

Cross References: Use Case: Start Game

Preconditions:

- The game is launched, and the main menu is visible.

Postconditions:

- The game is initialized by system with initializeGame() is called.
 - The game switched to Build Mode.
 - The Build Mode interface, which allows the player to design dungeon halls, was displayed.
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Operation Contract 2: move

Operation: move(direction: String)

Cross References: Use Case: Move Hero

Preconditions:

- The game is in Play Mode.
- The hero is placed in the hall grid.
- The move is validated by the system with validateMove().

Postconditions:

- If the path was clear, the position of hero was updated with updatePosition().
 - If the movement was invalid (e.g., if you encounter a wall), an error message or sound was displayed.
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Operation Contract 3: placeObject"

Operation: placeObject(object: String, position: String)

Cross References: Use Case: Build Map

Preconditions:

- The game is in Build Mode.
- The player has access to objects for placement.
- The object placement was validated by the system with validatePlacement().

Postconditions:

- If valid, the object was placed at the specified position.

- If invalid, an error message was displayed.
 - The map design was saved if the player confirmed, with saveMap().
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Operation Contract 4: checkForRune

Operation: checkForRune(object: String)

Cross References: Use Case: Check for Rune

Preconditions:

- The player is in a hall with objects containing a hidden rune.

Postconditions:

- The selected object that contained a rune was checked by system
 - The door was unlocked if the rune is found by unlockDoor().
 - If rune was not found, negative feedback was given by the system, allowing the player to continue searching.
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Operation Contract 5: moveToExit

Operation: moveToExit()

Cross References: Use Case: Exit Hall

Preconditions:

- The player is at the exit door.
- The door is unlocked.
- The system validated the exit with validateExit().

Postconditions:

- The next hall was loaded with transitionNextHall().
 - If it was the final hall, the game initiated the completion sequence.
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Operation Contract 6: collectEnchantment

Operation: collectEnchantment(type: Integer)

Cross References: Use Case: Collect Enchantment

Preconditions:

- An enchantment is available in the environment.
- The hero has space in their inventory for storable enchantments.

Postconditions (Type 1):

- The non-storable enchantment was applied immediately with `applyEnchantment(type 1)`.

Postconditions (Type 2):

- The storable enchantment was added to the inventory with `storeEnchantment(type 2)`.
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Operation Contract 7: castEnchantment

Operation: `castEnchantment(type: Integer)`

Cross References: Use Case: Cast Inventory Enchantment

Preconditions:

- The player has at least one corresponding enchantment stored.

Postconditions (Type 1):

- The selected enchantment was activated, e.g., revealing the rune or hiding from a monster.
- The effects of the enchantment were applied for a specific duration.

Postconditions (Type 2):

- The enchantment was cast, and its effects were applied to the target environment.