

Contract CO1: relocateRune

Operation: relocateRune()

Cross References: Use Cases: Wizard Monster's Responsive Behavior

Preconditions:

- Game is in progress

- Remaining time is > 70%

- At least one valid space exists

- Wizard Monster is active

Postconditions:

- System identified all valid empty locations and a new location is selected

- Rune was disassociated from its current location (association removed)

- Rune was associated with new selected location (association formed)

- Game state was updated with new rune position (state modification)

- System scheduled next relocation for 3 seconds later (state modification)

- If no valid locations exist:

 - Rune maintained current position (no state change)

 - Next relocation was scheduled (state modification)

- If time percentage is below 70%:

 - Relocation cycle was terminated (state change)

Contract CO2: saveGame

Operation: saveGame()

Cross References: Use Cases: Save and Load Game Progress

Preconditions:

- Game is in progress

Postconditions:

- Game was paused (state modification)

- A new SaveFile instance was created (instance creation)

- Current game state data was stored in SaveFile:

All object locations, active enchantments, hero position, remaining lives were recorded (attribute modification).

SaveFile was stored in storage (association formed)

System confirmed save completion (state modification)