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| Operation: movingStripedLokum(Color color,boolean isVertical() )  Cross References: Use Cases: Moving Special Lokums  PreConditions: 4 lokums consecutively align in vertical or horizontal order.  PostConditions: Stripped Lokum instance sL is created.   * numberOfLeftMovement decreases. * Score instance scr is updated according to sL. * After creation of sL, empty spaces are filled by lokums at the higher positions. * Also, new lokums fall down randomly from the top of board. * If new combinations or crushes occur, scr is updated until board is stable (No action). |
| Operation: createNewGame(Level lvl)  Cross References: Use Cases: Playing Game  PreConditions: Game must be opened.  PostCondition:  - GameBoard instance gB is created.   * Instances of Lokums fill in the gB. * Score component of board is initialized with zero. * Target of lvl instance is read and initialized to the board. * numberOfLeftMovement of lvl instance is read and initialized to the board. * Empty star component is put to the board. |

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| Operation: setGameLevel()  Cross References: Use Cases: Choosing Completed Level  Pre-conditions: Game must be played. If no game is played, game level will become one.  Post-conditions:    - numberOfLeftMovement of lvl instance is updated for the game.  - Level instance Linfo is updated and level instance is sent to game  instance gm. |

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| Operation: createRandomTimerLokum()  Cross References: Use Cases: Getting Timer Lokum  Pre-conditions: Game must be played. Current level must be 4. During crush, player may face  timer lokums  Post-conditions:  - Time will increase by 5 minutes and score will increase.  -Score box will be updated. |

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| Operation: setTime()  Cross References: Use Cases: Completing Time Base Level  Pre-conditions: Game must be played. Current level must be 4.  Post-conditions:  - For the time base level, specific time will be set according to given game rules.  -Time box will be updated subsequently. |