Contract 1.3

Operation: startTheGame (playerNumber: integer, playerNames[i]: string)

References: Initialize the Game

Preconditions: Game is not initialized

Postconditions:

- Player and square objects are crated

-Player icons are associated with player IDs

-Player’s money are set to initial amount

-Player locations are set to the start square

Contract 2.3

Operation: roll ()

References: Roll Dice

Preconditions: Game is already initialized. Previous player ended their turn or it’s the beginning of the game.

Postconditions:

-An instance of dice was created.

-Two regular dice and a speed die were created.

-Player location and properties were updated.

-Piece was relocated accordingly.

Contract 3.1

Operation: arrive ()

References: Activities after Rolling the Dice

Preconditions: Player location was updated

Postconditions:

-Type and information of the arrived square was acquired

-Player properties, such as owned lands, money and cards, were updated accordingly

Contract 3.2

Operation: rentPayment (price: integer)

References: Activities after Rolling the Dice

Preconditions: Players locations is recently updated

Postconditions:

-Both players’ (player, receiver) money was updated.