Special Swap

Lokums Screen → Controller: sends lokum pair

Controller → Game Engine: swaps pair in map

Game Engine → Lokums Screen: manipulates GUI

Time Based Level

User Action → Game Engine: loads and sets remaining time

Game Engine → Controller: starts timer

Controller → Game Engine: timeover

Timer Lokum

Lokums Screen → Controller: mouse released

Controller → Remove: removes

Remove → Game Engine: increases time

Game Engine → Lokums Screen: manipulates GUI