

Contract: createNewGame

Operation: createNewGame(level:integer)

References: Use Cases: Start Game and Set Level

Preconditions:

Postconditions:

- An instance of gameBoard is created.
- The attribute "level" is set to the input level.

Contract: saveGame

Operation: saveGame(points: integer)

References: Use Cases: Save

Preconditions: A game is present and is in pause status.

Postconditions:

- game.points is saved to the memory.