

Contract: checkAndSwapSpecially

Operation: checkAndSwapSpecially (BoardCell selectedCell ,
BoardCell targetCell)

References: *Use Cases: Special Swap*

Preconditions:

- Game is started (initialized).
- Remaining time is not equal to 0.
- Not game over (remaining move not equals 0)
- Selected cell and target cell should be neighbor.
- Special swap not equals 0.

Postconditions:

- ✓ Game is running.
- ✓ There is no Lokum remove.

Contract: swapTimerLokum

Operation: swapTimerLokum (BoardCell: selectedCell , BoardCell targetCell)

References: Use Cases: IncreasingTime

Preconditions:

- Game is started (initialized).
- Remaining time is not equal to 0.
- Not game over (remaining move not equals 0)
- Selected cell or target cell should be timer lokum
- Selected cell and target cell should be neighbor.
- CanSwap is true.
- Time Lokum removes.

Postconditions:

- ✓ Increase left time.

Contract: loadTimeBasedLevel

Operation: loadTimeBasedLevel (integer gameLevelID)

References: Use Cases: TimeBasedLevel

Preconditions:

- Selected level should have timeBased property

Postconditions:

- ✓ Time based level begins
- ✓ Game is running until time is not equals 0