**Operational Contracts**

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| **Operation:** | ***switchTwoLokums*** |
| **References:** |  |
| **Preconditions:** | * The player is in the GameBoard. * The remaining move count is not zero and if level is time based, remaining time is not zero. * Initially there is no combo on the screen. |
| **Postconditions:** | * If the player brings the same typed four lokums into the same row, striped lokum forms and four lokums destroy. This new lokum, which has the same color with the destroyed lokums but additionally it, has strips, the strips are in the direction of its creating direction. When this special lokum is destroyed with another switch operation all lokums that are located in the direction of strips destroy also. * If the player destroys two groups of three lokums at the same time, wrapped lokum forms and previous lokums disappear. A new lokum has the same color with the destroyed lokums but the shape of this lokum is different from the previous ones. If the player brings this special lokum into the same row with the same colored lokums this lokum destroys its all eight neighbors. * If the player brings the same colored five lokums into the same row, these five lokums are destroyed and color bomb lokum forms. If the player switches the places of this lokum and another normal lokum, all the lokums, which are in the same color, are destroyed. * If the player switches two striped lokums, these lokums are destroyed. In addition to these lokums all the lokums which are located at the same column and row with the crush, also destroyed. * If the player switches a striped lokum and a wrapped lokum, in addition to these two lokum, all lokums that are located in the three columns and the three rows are destroyed. * If the player switches a striped lokum and a color bomb lokum, all lokums, which have the same color with the striped one, turns into striped lokum and explode. * If the player switches two wrapped lokums, these lokums explode and they also destroy their all neighbors. * If the player switches a wrapped lokum with a color bomb lokum, all the lokums that are in the same color with the wrapped lokum are destroyed. Also a randomly chosen colored lokums are destroyed. * If the player switches two color bomb lokums, all the lokums in the game board are destroyed. * In a Time Based Level, If any of the destroyed lokums are type “Time Based Lokum” 5 seconds are added to the Remaining Time for each “Time Based Lokum”. * No matter which kind of switch operation performed, following steps are common for each switches: * The empty spaces are filled by new lokums which are falling from the top. * The score is updated according to calculation rule of the current destroy operation. * Move count decreases by one. |

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| **Operation:** | ***specialSwap*** |
| **References:** | ***switchTwoLokums*** |
| **Preconditions:** | * The player is in the GameBoard. * The remaining move count is not zero and if level is time based, remaining time is not zero. * The remaining special move count is not zero. * The player clicks the special swap button. |
| **Postconditions:** | * The player has chance to swap two lokums which are not neighbors to each other, also it is not necessary to put same typed three, four or five lokums in a row. * The remaining special move count decreases by one. * **switchTwoLokums’** post conditions occur (It also includes the Time Based Lokum’s post conditions) |

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| **Operation:** | ***destroyTimeLokum*** |
| **References:** | ***switchTwoLokums*** |
| **Preconditions:** | * Player is at a Time Based Level * A time lokum comes into the same row with same typed lokums. * The remaining time is not up. |
| **Postconditions:** | * **switchTwoLokums’** post conditions occur (It also includes the Time Based Lokum’s post conditions) |

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| **Operation:** | ***timeBasedLevel*** |
| **References:** |  |
| **Preconditions:** | * The player has completed the previous level of the time based level. |
| **Postconditions:** | * Time based level opens with the game board and side panel with all their contents. * Timer is set to initial time. * Different from other levels some Time Lokums may fall over the top. |

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| **Operation:** | ***saveGame*** |
| **References:** |  |
| **Preconditions:** | * The player is in Game Board which contains “Save Game” option. * The number of the remaining moves is not zero. |
| **Postconditions:** | * The game information including the player name and the game name is saved on the XML File. * The game state is protected. * The number of remaining moves is kept. * The player’s score is saved. * Places of every single lokum are kept in the file. * The enabled levels are saved. |

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| **Operation:** | ***loadGame*** |
| **References:** |  |
| **Preconditions:** | * There is a game that is saved before. The saved game has information about the player names and game names under the players. * The player is in Main Screen, which contains “Load Game” option. |
| **Postconditions:** | * The game board opens. * The game starts in the saved level. * The game score is equal to the saved score. * The number of remaining moves is the same with the number of moves at the saving operation. * The places of the lokums are the same with the saved game. * The game is ready to play. The player can make moves, quit or another save operation. |