

Behavioral contract

Operation: move(ArrayList<Move>,HashSet<Word>)

Cross Reference: Use cases: process game playing

Preconditions

- The game is not over.
- This player has the tile which he want to play.
- The location where the player try to play is valid.
- This player's turn.
- Player choose play instead of exchange or pass.

PostConditions

- All the tiles played in this turn is placed on right place on the board
- The tiles used in this turn has been removed.
- Player's rack has been refilled, if tile bag has less tiles than needed, the game is over.
- If have boom tile, all the tiles in related squares has been removed
- If have reverse tile, the order of player has been reversed
- If have negative tile, player's total score is computed correctly
- If have my own tile, player's score in this turn should be zero.
- All the special tiles which has been activated this turn are removed
- Score computed correctly