

Behavioral contract(when a player places tiles during the game)

Preconditions:

The tiles the player played should be composed of the letters on the player's rack;

The first word on the board should cover the center square;

The direction of contiguous tiles should be either across or down;

Separated tiles must be in the same orientation, vertical or horizontal;

The user placement must not leave gaps between letters;

Except for the first turn, the letters played on the turn should cover at least one pre-existed letter on the board;

Postconditions:

The played tiles should be removed from the player's rack and placed on the game board;

Special tiles should be activated if there's any covered;

The score of the turn should be counted;

The score of the player should be updated;

The tiles on the rack of the player should be updated;