<u>Q</u>	
	Game System
Gamers	<u></u>
startGame()	
Start Successfully or Not	
Start Successiumy of Not	
Loop until run out of tiles	
nextTurn()	<b>→</b>
updated lastTile, updated current playerID	
Loop until the tile placeTilePreCheck is valid	
rotateCurrTile() user would rotate the current tile if needed	
updated rotated the lastTile  placeTilePreCheck(Position position)	
return if is valid or not	
placeTile(Position position)	
lastTile is placed and recorded in the GameBoard	
(Optional) Loop until the meeple placement is valid	
placeMeeple(Segment segment, int PlayerID)	<b>→</b>
return if the placement is valid or not	
If a feature is complete, update the score and remove the meeple	
getPlayerScore(PlayerID), getLeftMeeple(PlayerID)	
updated player's scores, updated player's left meeples	
If run out of the tiles, finalize the scores	
calculateFinalScore() / boolean gameOver = true	
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