

Operation: placeTile(Tile tile, Position position)

Pre-conditions:

The tile should be owned by the current player. The tile's orientation should already been set by the player. The tile should not be null. The tile should not already been placed on the game board. The position be a valid position object and should not be null.

Post-conditions:

The function would return true only when:

1. All the segments that on the each edges of the tile is matched with the surrounding tiles' segments.
2. There should be at least one tile that is adjacent with this tile.

And if the function return true, this tile should be successfully placed on the game board. And the tile - position information should be linked together and stored in the appropriate data structure. After that, the game system would ask current player if he wants to place a Meeple on it. If not, the game system would move to next player's turn.

If the function returns false, the tile would be returned to the current player and the player would be ask to reset the tile's orientation or choose another position.