

Behavior Contract

Playing a tile (without a meeple).

Function: boolean placeTile(Tile tile, Position pos, Orientation o)

Preconditions:

The tile, the position and the orientation should be valid.

There should be at least one legal position for this new tile.

Postconditions:

This tile should be successfully placed at the specified position with specified orientation on the game board.

The placed position should have at least one neighbor tiles (left, right, up and down).

The placed tile should match its adjacent edge features, the two matched adjacent features should be combined to get a bigger feature.