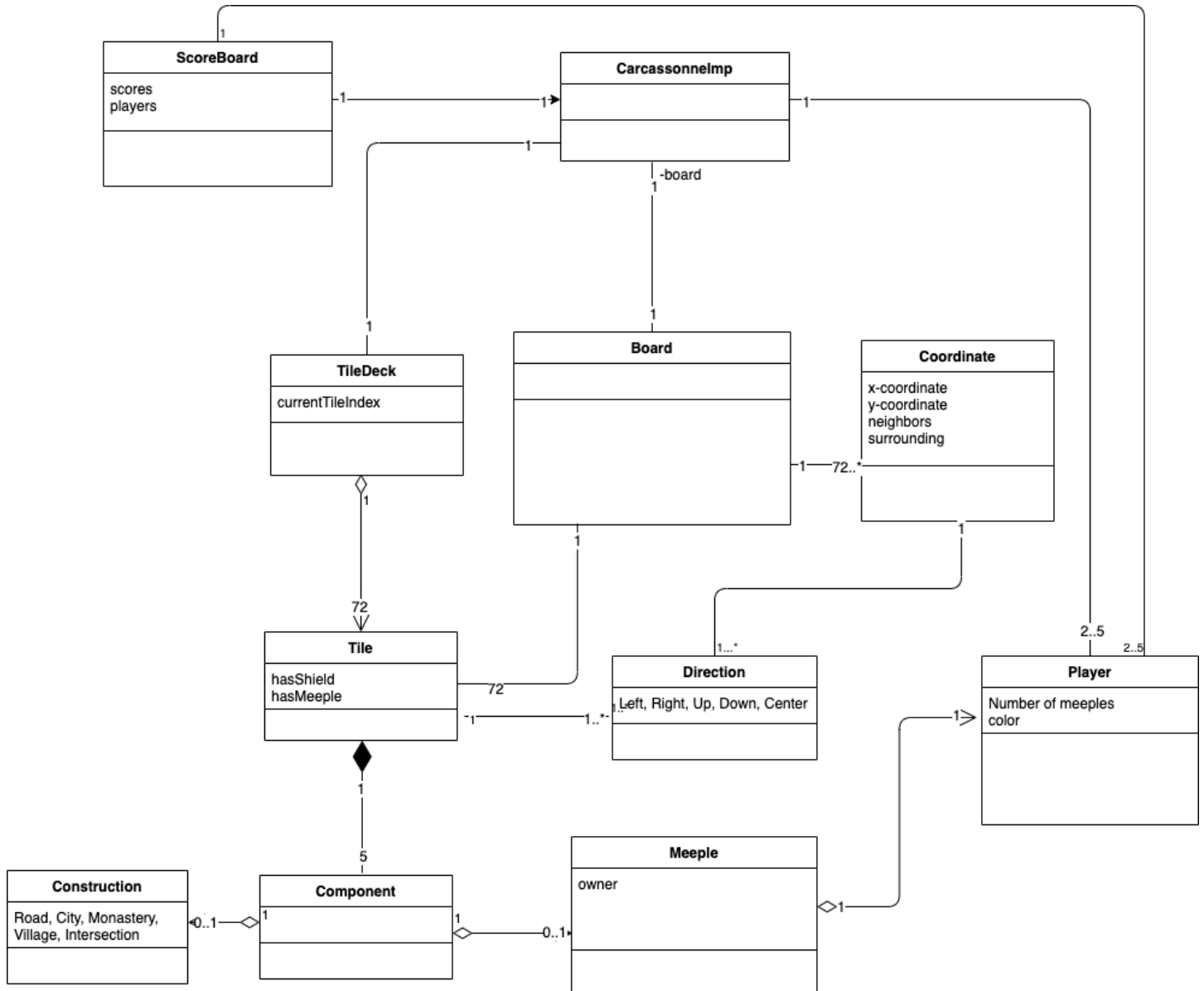
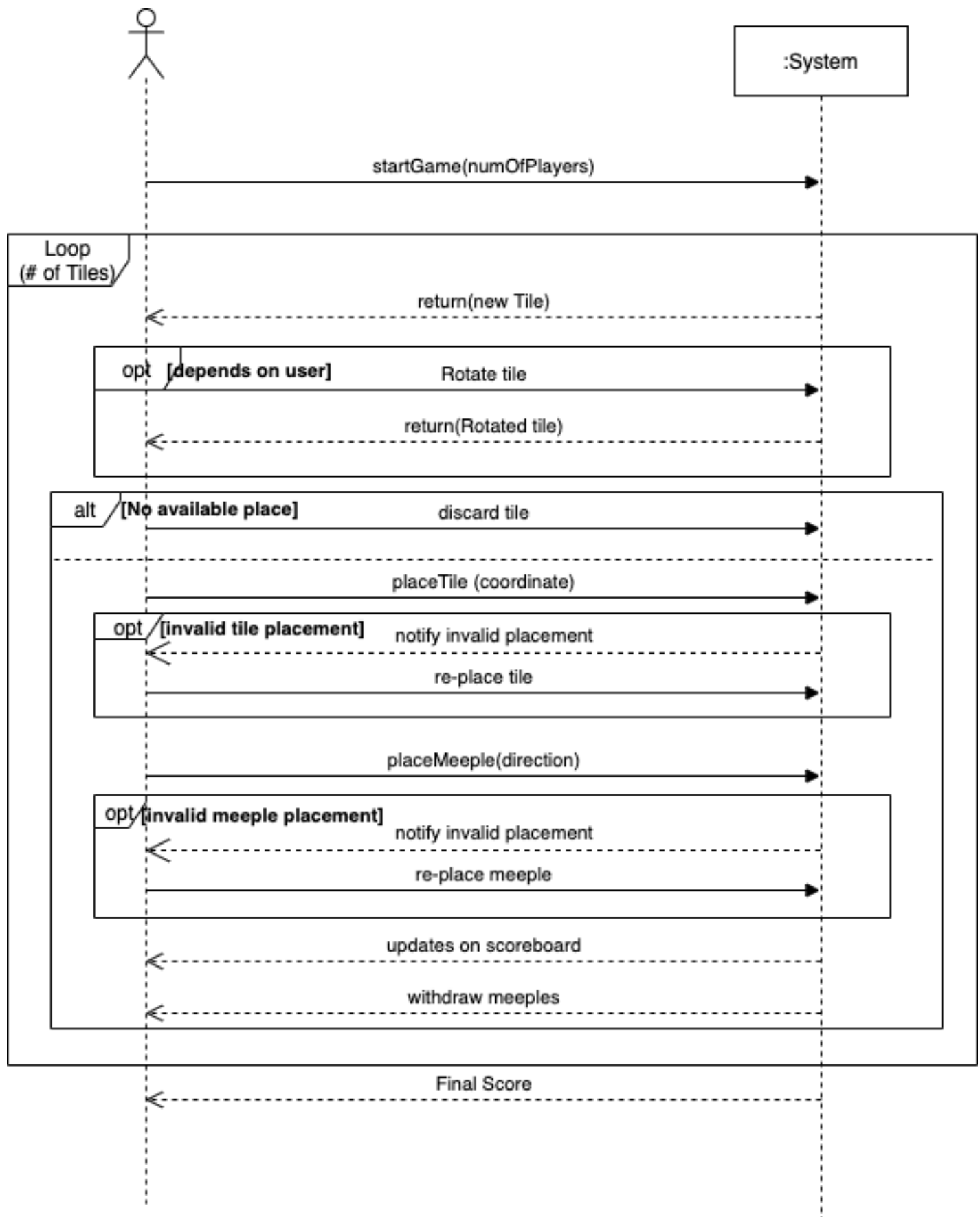


## Domain Model



## System Sequence



## Behavioral Contract

The user plays a tile, without a meeple.

### **Operation: Place a Tile**

Cross References: Use cases: it happens in each round for each player

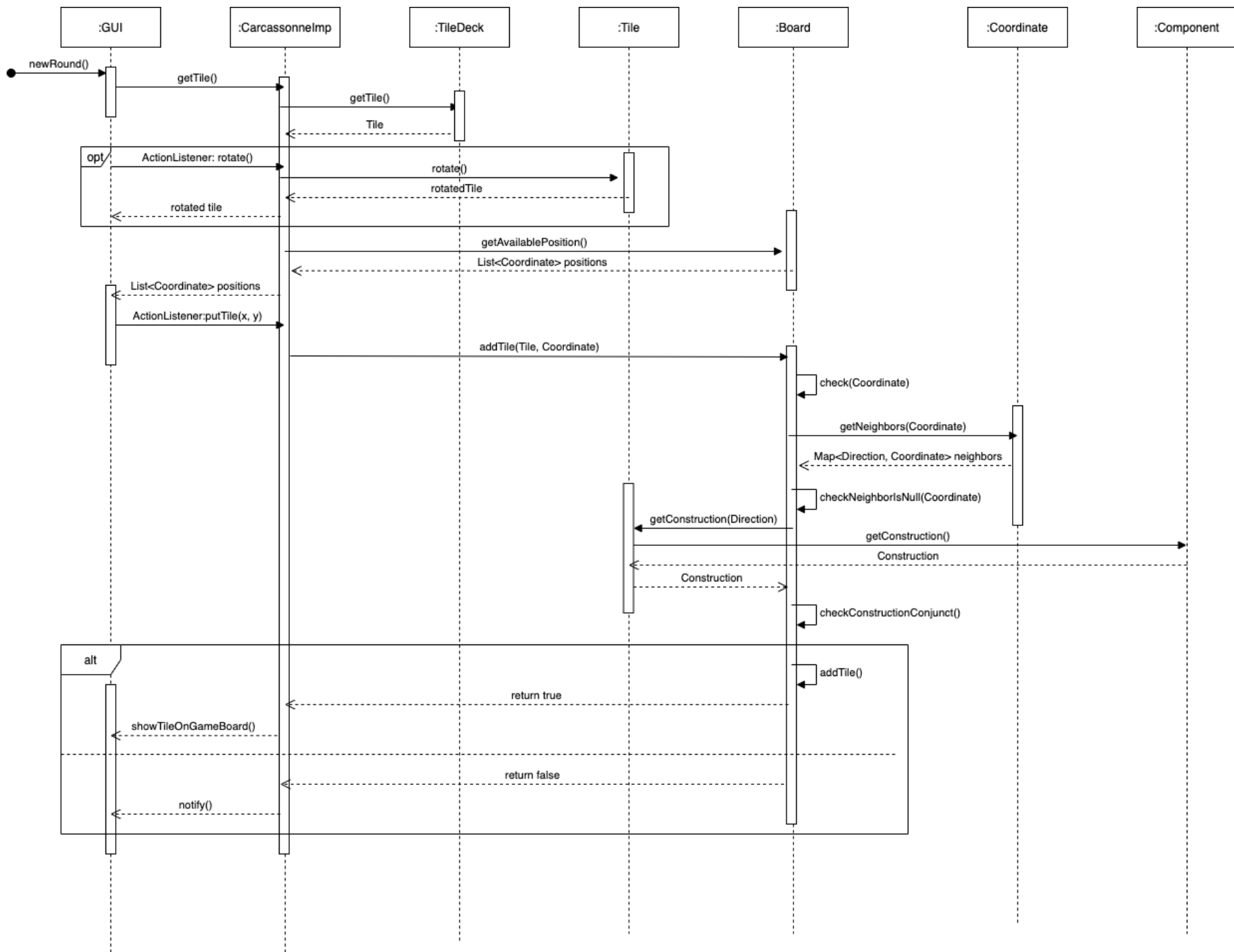
Preconditions:

- There is at least one tile in the tile deck. The tile isn't a start tile.
- There is at least one valid place to put the tile. The valid place means the Road/City /Fields on the tile and its neighbor tile(s) should be conjunct.

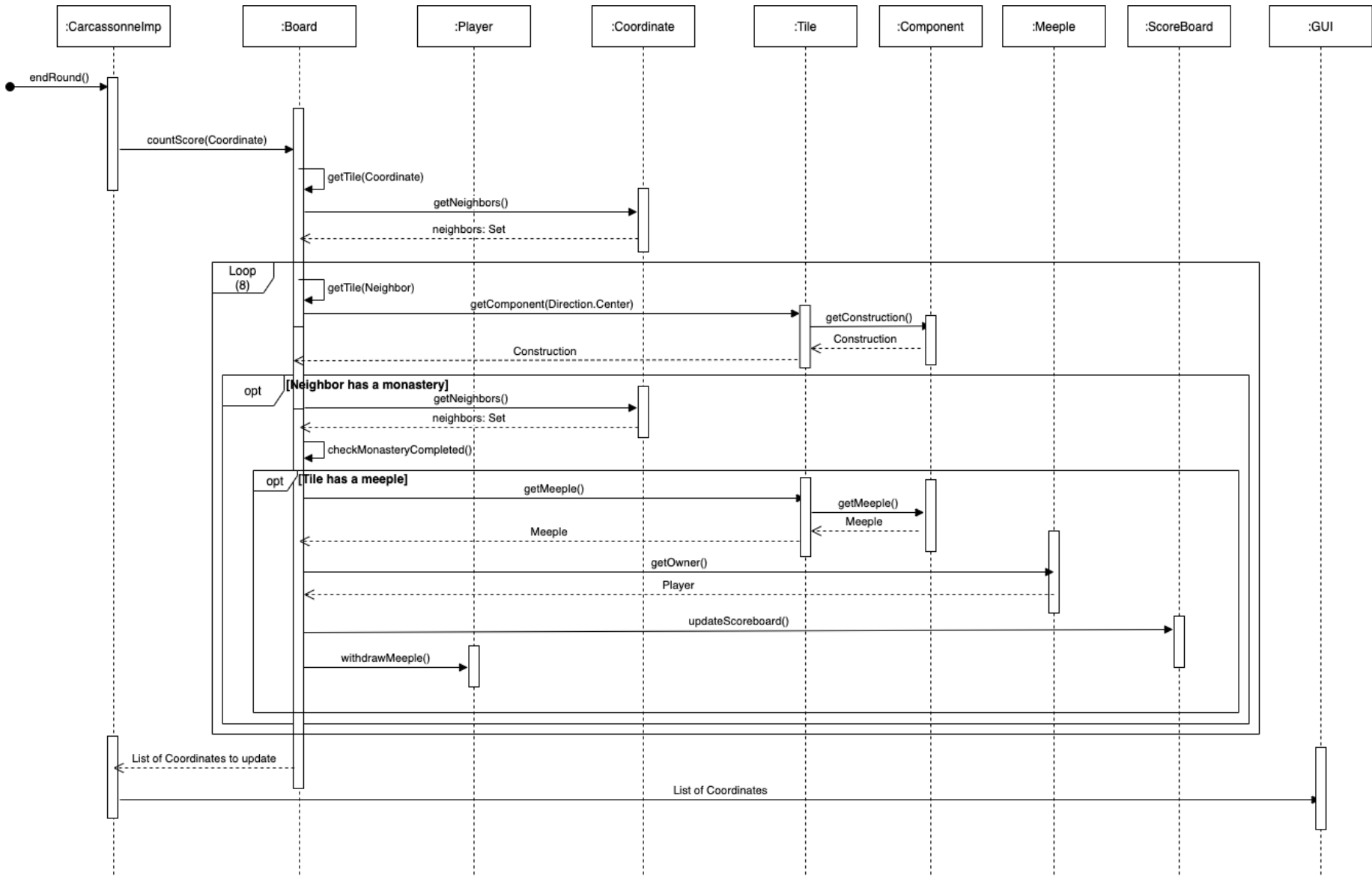
Postconditions:

- A new pair of Coordinate and Tile is added to the board hash map.
- The index of the current tile in the tile deck minus one.
- Update the list of available coordinates for tile placement

# Tile Validation Interaction



# Monastery Scoring Interaction



### Object-level Interaction:

