

Domain model

1. Deleted size attribute in Tile.
2. Deleted round in GameSystem.
3. Changed notation for cardinality.
4. Deleted some attributes in Meeple.
5. Added “is a” notation to inheritance relationship.
6. Deleted completion attribute in Feature.
7. Added Segment object.
8. Changed Tile attributes.
9. Changed some relationship.

Interaction diagram 1

1. Replaced the User class with an external call.
2. Deleted labels on arrows.
3. Changed if statement notation.
4. Added much more detail on how to check whether a tile placement is legal.

Interaction diagram 2

1. Improved some notation formats.
2. Almost redrew the whole diagram with much more details and classes.

Object model

1. Represented Tile as immutable.
2. Added Orientation and Segment class.
3. Added some methods in Feature, especially computeScore(), and set the checkCompete() as non-abstract method.
4. Deleted Meeple class.
5. Added several methods in GameSystem, especially nextRound().

Rationale

1. Rewrote the whole document to include design goals and principles.

Note: Due to some weird reason, my 2 updated interaction diagrams are split into two pages for each. Please forgive me about the potential problem on readability.