Player AI

- Player AI must have access to the available placement positions on the map.
- Can view the remaining tiles.
- Can view current game scores.
- Places where the new tile must be placed with at least one edge adjacent and abutting one previously placed tile.
- The new tile must be placed so that all field, city, and road segments on the tile continue the abutting tiles fields, cities and roads.
- In rare circumstances where the drawn tile cannot be placed, it must be able to draw another tile.
- Has the option to place a follower on the tile just placed, if there are available territory's (ie there is a field, city or road that is not already claimed.
    - Can view pertinent locations of a tile.
- Can recollect follower after a claimed segment is completed.
- Can view number of followers left.

Board Manager

- Distributes cards to the players
    - Randomizes stack of tiles at beginning
- Keeps track of the board / collection of tiles.
    - Recognize contiguous fields, buildings and roads.
- Recognizes when a segment is completed and distributes points accordingly.
- At end of game gives players points for uncompleted segments and farmers
    - Recognize territory ownership based on meeple count
- Control game life cycle, control turn cycle