Discussion:

1. I used the strategy patter to implements special tile, and later I changed it to template pattern to achieve code reuse.

2. I use strategy pattern to implement special square. I wrap the method “trigger effect” in special square which used to be in game system to achieve the design for devision of labor and simplifying the code.

3. The methods to implement special tiles’ effect used to be in game system or board. For example the boom effect was in board class. And the reverse effect was in Player class. I wrap all the methods into one in special tile class to get high cohesion.