Precondition:
1. The square the player want to place is not occupied
2. The game started.
3. The game has not been over
4. The bag is not empty
5. The rack of the player is not empty
6. This is the player's turn

Postcondition:
1. Score of the player will increase(if not pass and no negative tile)
2. The number of tile in bag decrease
3. Player gets tiles from the bag to refill rack
4. If activating negative tile, the score of the player will decrease
5. If activating reverse tile, the order of player reverses
6. If activating boom, the board will change, some tiles will be removed. And the score of previous players in this round will change.
7. If 2 special tiles are activated at the same time. For example, if boom and reverse activates at the same time. Boom go first and then Reverse.
8. If it is not valid move, a warning will appear, player goes on playing and the above will not happen.