Design Change

For hw4b, I made the following main changes.

1. Change and combine feature verifier interface and feature scorer interface into some abstract methods within the Feature class: isComplete( ) and computeScore(boolean isGameOver). These two abstract methods are implemented differently in the feature subclasses: RoadFeature, CityFeature and MonasteryFeature.

2. Got rid of the Meeple class.

3. Add FieldSegment class.

4. Added a PostionOnBoard class and PositionedBorder class

5. Adjusted methods and fields within the GameManager class, Tile class and Feature class.

There are also some minor changes to adjust to the major changes mentioned above.