

Response

Domain Model:

- Add score for a player
- Add coat of arms/shield for cities
- Add features connected to segments

SSD

- Add rotation to a tile before placing it
- Add placing a tile, including relevant parameters: location
- Changed placing tile logic

Behavioral contract

- Precondition
 - add game is not over
 - Empty position check
- Postcondition
 - Add score feature

Interaction diagram 1

- Confirm a tile placement is valid
- Check about segment matches

Interaction diagram 2

- Add checking whether all surrounding positions are occupied
- Add removing the meeple
- Add score

Object Model

- Add current player index to Game
- Add methods to Game, Deck, Board, Feature to show more details