Good overall!

		•			
User		4			GameSystem
	≪	g	startGame() ame started or no	ot	
pla	ace tile unt	il someone win the game			
			pickRandomTile()		
	<	return the valid Tile			
	place the	e tile until the placement is valid	Q _ \ addTile √ ∨	tie, position, orientation eed to be passed into thes	ystem.
	placement is valid or not				
	if decide to place an follower \(\square \) where on the tile				
	place unt	il the Follower is valid	addFollower()	should the follower be placed?	
	<	foll	lower is valid or n	not	
	€		updated score		
	:	O orguments added			: