Discussion:

The main improvement from milestone A to milestone B is the setup of TileFeature interface to represent one single feature of one tile. In which case, the Segment, which represents the City, Cloister, Road and Farm would not contain the whole tile, and would contain different single features instead. Each feature would set the position of the host tile. Another change is, in the milestone A, I used players to store the placed followers and the unplaced followers, and after the placement of each follower, the placed follower would store the host player. This may lead to high coupling of the code, and the relationship between follower and player is inexplicit. Then I check the position of the placed followers to find them their host players.

Concerning to the scenario when how the placement of a tile is validated by the game and the scenario when a valid tile placement completes one or more played cloisters. Most of the interaction between different classes have been changed. Please check the updated interaction diagram.

There is some minor improvement from milestone B to milestone C during the implementation of the GUI, such as the checkOverlap function for the Segment, etc. And new test cases are also added in the Junit test. One important change is, in milestone B, when place follower, the arguments are (TileFeature tileFeature, int playerIndex). In milestone C, I chaged the arguments to (Tile tile, Position pos, int playerIndex). The pos represents which part is clicked on the tile, and the system would generate the corresponding tileFeature according to the position, then add this created tileFeature to segments.