

Operation: The user attempts to play a tile without a follower.

Function: boolean placeTile(Tile tile, Position pos)

Preconditions: the tile and the pos should not be null.

Postconditions: If this function returns true, which means this tile has been successfully placed in the specified position. In which condition, the postcondition would be: all the edge features of this just placed tile should match with the adjacent edge feature if the adjacent position has a tile.

If this function returns false, which means this tile has not been placed on the game board.

This function is to realize the placement of the given tile to the specified position. The GameSystem would decide this placement is valid or not. If the result is true, then the turn would change to the next player and continue the game. If the result is false, the current player should either rotate the tile or change a new position to place this tile until the placement is valid.