Operation:

The user attempts to play a tile without a follower.

Preconditions: The list of the available edge features of the GameBoard contains one of the edgeFeatures of this Tile, which means this Tile have access to the

Postconditions: All the edge features of this placed Tile should match with the adjacent edge feature if the adjacent position is not null. What if the placement is invalid?

During this process, the user need to pick a tile randomly first, and find a position to place this Tile, the GameSystem would decide this placement is valid or not. If the placement is not valid, the user should either rotate the Tile or change a position to place this Tile until the placement is valid.

Contracts updated:

consider the postconditions in both valid and invalid conditions.