

Changes:

1. Add shield to cities in domain model
2. Add score board to players in domain model
3. Delete the concept of interfaces and abstract classes, for example, delete the keyword "extends" in domain model
4. Clarify how the game enables different scoring algorithms in object model.
5. Realize the code reuse by combining the city and road checking, also design abstract check completion and score function to implement different algorithms.
6. Players in Carcassonne class indicate that it is being treated as a model of the internal user rather than a model of the external one.
7. Show the feature list on the board in a correct way.
8. Clarify how the user specifies the rotation and show how to check vacancies with abutting tile's adjacency edges segments consistency in interaction diagram 1.
9. Update second interaction diagram by showing more detailed logics combined with my real implementation. Though there are some methods in my real implementation, that's because I split significant methods into small pieces for easy understanding.
10. Update rationale with more specific design principles.