

Behavioral contract

Operation:

user attempts to place a tile without a meeple

Preconditions:

1. There is at least one spot that can place the tile in the board
2. There is one tile on the tile stack for player to put on the board
3. Player gives the coordinate on the board to place the tile
4. There is at least one surrounding tile for the given coordinate

Postconditions:

1. The given position on board with coordinate is checked validation for placing the tile
2. If the tile is placed, there is at least one matching feature of adjacent segment for the tile on the given coordinate
3. If the tile is placed, the board will be updated
4. If the tile is placed, the tile will set its coordinate to the placement coordinate
5. If the tile is not placed, nothing changed