

Discussion:

In my original object model, I put a lot of game-playing methods (like `placeTile`, `drawTile`) inside the `Player` class. After receiving feedback and starting to code the game, I moved the game-playing methods into `GameSystem`, and used the `Player` class as only a class to store information about each player (score, followers left), and let `GameSystem` handle the tile-getting, placement, calculating scores, and so on. I implemented my deck of tiles as a stack, instead of an array, so that it's easier to keep track of which tiles are gone from the deck already (just pop from the stack, instead of generating a random index to get from the array).

I also added `placeFollower(index)` into `GameSystem`, so that the action of placing a follower onto a tile is more well-defined (can specify which feature to put follower on).

The most difficult part of this whole project was probably ensuring that after scoring, the correct followers get removed from the scored tiles. I did this by storing the `FeatureWrapper` of what feature a follower is placed on, then when scoring, check if the follower's feature is indeed the actual feature that is being scored, instead of another feature on the same tile.

