

Contracts: placeTile (not placing followers)

Operation: placeTile(Tile: tile,position: integer,orientation: integer)

Cross References: Use Cases: player turn

Preconditions: Player has a drawn tile, game has not ended,
at least one more available spot for tile

Postconditions: Tile is placed on board with viable orientation
no follower is on the tile,
player's follower count should be correct (after scoring)