

discussion

Compared with Milestone A

- I remove some redundant classes, modify the relationships of several classes.
To be more specific:
 - Now, it is Segment rather than the Tile that contains Feature. And every segment corresponding to one feature. The class feature is used to check if the segment is complete and calculate the score of the segment.
 - Meeples belong to segment rather than the tile. In that case, when a segment is complete, I can easily update scores for players.

Compared with Milestone B

- I use json config file rather than the hard code to represent the number of tiles for every tile type.