Domain Model (14/16)

- 9/11, Your domain model misses a few minor concepts and relationships.
  - *Previously turns and scores are drawn as domain, now they are an attribute. Added missing cardinality. Board no longer has meeples.*

System Sequence Diagram (6/8)

- 1/3, Your system sequence diagram captures the general scenario, but misses some interactions of the scenario as annotated in the model
  - *Added missing interactions: invalid tile/meeple placement. Removed erroneous interaction: score calculated by game not by not players.*

Behavioral Contracts (3/4)

- 3/4, Your contracts do not align with the design problem, as annotated in the model
  - *Corrected precondition: the tile placement needs to have at least one neighbour.*

Interaction Diagram (tile validation) (11/16)

- 8/10, Your interaction diagram for tile validation misses some aspect(s) of the validation process, as annotated in the model.
  - *Corrected a few key mechanisms, such as searching for neighboring segments.*
- 1/4, We have several questions or suggestions regarding the design of your tile validation mechanisms, as annotated in the model.
  - *Clarify responsibility of each object during the interactions. For instance, board should be validating the tile placement by finding neighboring segments and ensuring they are the same.*

Interaction Diagram (monastery scoring) (10/16)

- 5/10, Your interaction diagram for monastery scoring misses several major aspects of scoring, as annotated in the model.
  - *Added all missing mechanisms of monastery scoring, corrected representational gap: monastery does not have segments.*

- 3/4, We have several questions or suggestions regarding the design of monastery scoring, as annotated in the model.
  - *Addressed the comments, greatly simplify the process.*

Object Model (11/16)

- 1/4, Some aspects in your object model are missing or are unclear, as annotated in the model.
  - *Addressed missing/ incorrect aspects in the object model and larify composition/aggregation relationships, such as Board does not have meeples, or Monastery does not have segments; but features can have meeples and features also have tiles.*
- 6/8, We have several major concerns or questions regarding the design aspects of your object model, as annotated in the model.
  - *Addressed comments, updated object relationships and methods.*

Consistency (16/20)

- 16/20, Your modeling artifacts are largely consistent, but there are some inconsistencies as pointed out in the annotated models that make the models harder to understand.
  - *Clarify and improved consistency between all design documents.*