Our Version of Carcassone will use a MVC.

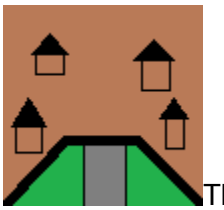
Our Program will have the following classes:

Map: The map will store the information about the orientation of the tiles which have been pulled from the pile. It will also check to see if the moves a player wants to make are legal.

Tile: each tile will have 4 sides and four corners, a tile also has a boolean value to determine whether or not it has a pennant*. Using the four corners and sides the tile will determine its potential partitions. For example:
In this case a tile is being divided in half by a road.

 This tile knows that its left and right side have a value: road it would have three parts, top field, road, and bottom field. This information will be used to determine where meeples can be placed. In our original game meeples cannot be placed in open fields because we are not doing farming, but we may implement it later.

This is a more complex example.

 This tile knows that all of its corners have the value: castle, all but one of its sides (the bottom) also have value: castle, the bottom side has the value: road. This means that this tile can be divided into 4 partitions. we have the fields to the left and right of the road, the road itself, and the castle. A meeple can be placed in any of these locations.

The information for the tiles will be stored in some kind of text initialization file. And each of the partitions must have some type of land.

Corner: A corner can connect to 3 other corners. Each connection stores a type of land. .

Side: A side can connect to only one other side.

Meeple: A meeple knows who owns it, it also its position on the map.

Land Type: can be one of three types

- Road
- Castle
- Field

Player: Player knows how many meeple it has, it knows where the meeple are, and it knows