

This is the very beginning of my carcassonne game. I am hoping to make a lot more progress on it this week. Currently I have the framework for the program, but most of the functionality has still not been implemented.

I am having trouble accessing the tile images, for some reason the filenames are not being recognized or located. I found the tiles [online](#) I couldn't find anything declaring that they were copyrighted or not available for use in this type of project.

FUNCTIONALITY

Not much -- it just draws a grid.

CODE

Nice breakdown into classes, but there's not much here.

The static method createPlayers() in Player is odd; that seems like it belongs in Game.

In Tile, the fields meeple and hasMeeple seem redundant. If there is no meeple, just set meeple to null.

The GUI should call methods in the game, not vice versa.

You had a stray import a4.Triplicates in TestCarcassonne -- probably a result of Eclipse trying to help out when you pasted something from another class.

ALGORITHMS

There aren't any to speak of.

TESTS

Minimal, but a start.

INTERFACE

Clean enough, but it doesn't do anything.