Behavioral contract: the user attempts to play a tile without a follower

## Precondition:

1. number of unused tiles > 0

## Postcondition:

- 1. adjacent cloister features are updated
- 2. the tile to be placed is added into the tileList on board
- 3. items inside the tile is merged into the featureList on board
- 4. all the features and followers on board are updated