Interaction: *The user attempts to play a tile, without a meeple.*
Operation: placeTile(tile, position)

Preconditions:
Now it is the user's turn.
There are more than one remaining tiles in the tile stack.
This placement is legal, which requires:
There is no tile in the given position;
There is at least one directly adjacent tile in terms of the given position;
This tile's adjacent segments of abutting tiles have the same feature type.

Postconditions:
The board is updated with the new tile.
Possibly one or more features are completed by the new tile.
The newly completed features are scored and the meeples on these features are returned to their players.