Behavioral Contract: Move Worker (with Minotaur God Card)

Preconditions:

- It is the current player's turn.

- The current player has chosen the Minotaur god card.

- The opposing player has no god card.

- It is the current player's move action.

- The selected worker belongs to the current player.

- The selected player has available move points remaining.

- The target cell for the move is adjacent to the worker's current position.

- The target cell is either unoccupied or occupied by an opponent's worker.

- If the target cell is occupied by an opponent's worker, there must be an unoccupied space one cell

  straight backwards from the opponent's worker at any level except for a completed tower (dome).

- The target cell is unoccupied by a completed tower (dome).

- The upward difference in height between the worker's current cell and the target cell is at most 1.

Postconditions:

If the target cell is unoccupied:

   - The worker is relocated to the target cell.

   - The worker's previous cell becomes unoccupied.

   - If the target cell height is 1~3, the worker's height is updated to the height of the target cell.

If the target cell is occupied by an opponent's worker:

   - The opponent's worker is forced one space straight backwards to the unoccupied space.

   - The current player's worker is relocated to the target cell previously occupied by the
     opponent's worker.

   - The worker's previous cell becomes unoccupied.

   - If the target cell height is 1~3, the worker's height is updated to the height of the target cell.

The game state is updated to reflect the move, checking for win conditions if the worker has moved

onto a height of 3.

Example:

Suppose Player A's worker (A1) is at cell (2,2) with height 1, and Player B's worker (B1) is at cell (3,2) with height 2. Player A has the Minotaur god card and intends to move A1 to cell (3,2), forcing B1 to move to cell (4,2), which is unoccupied.

Pre-Move:

- Player A has the Minotaur god card.

- Player B has no god card.

- Worker A1 at cell (2,2) with a height of 1.

- Worker B1 at cell (3,2) with a height of 2.

- Cell (4,2) is unoccupied.

Action:

- Player A moves worker A1 to (3,2), forcing B1 to move to (4,2).

Post-Move:

- Worker A1 is now at cell (3,2) with a height of 2.

- Worker B1 is now at cell (4,2) with a height of 2.

- Cell (2,2) is now unoccupied.

- The game state is updated, checking for win conditions based on the new position of worker A1.