

Behavioral contracts for “The user attempts to move a worker” :

Roundmove(int[] position)

Precondition:

1. The worker's move must be in a 5*5 grid.
2. The position worker moves to have to be adjacent to the current position.
3. The position worker moves to must not be occupied currently.
4. The height difference between the current and the new position must strictly be less than or equal to 1.
5. It's the current player's turn to move the worker.
6. The worker belongs to the current player. (I.E. It's the player's worker.)
7. Nobody wins before the move.

Additional Preconditions for gods:

1. **If the opponent's god have power (E.g. Athena), check if the power release to current player.**
2. **If this is the additional move, check if it's not the same as the very initial position for God Artemis**
3. **If current god is Minotaur, check if move position is occupied, if occupied, check if it's occupied by opponent worker that could be push (the push destination in not domed, not out of bound, not occupied)**

Postcondition:

1. The new position of the worker is occupied.
2. The initial position where the worker comes from is now unoccupied.

Additional Postconditions for gods:

1. **If current move is some god with the power to move the opponent's player, if so, check if opponent's player is set properly**
2. **If having additional move power, check if it is answered.**
3. **Check If the end up position is different from the initial position (especially for Artemis)**