

## **Behavioral Contract**

Operation: Moving a worker

Pre-conditions:

The player has already initiated the workers as well as selected god cards and it's the player's turn to do action. The position the player wants to move to is inside the board with an achievable level, adjacent to the current worker's position and is not occupied by a worker or a dome. The player's god power will be checked if the position is occupied by the opponent's worker.

Post-conditions:

The player's selected worker's previous position is cleared and the worker's new position is recorded. The new position is occupied and the player's action state is updated. The game checks if the player achieves the winning condition which includes the god power winning condition, if suitable.