

Behavioral Contract

Operation: Moving a worker

Pre-conditions:

The player has already initiated the workers 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 and is not occupied.

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.