

Preconditions:

1. The playground is initialized.
2. The Player should be same with the PlayerRound information.
3. The target grid is available due to the players action, which means:
 - If the player is moving a worker, the target grid status should be adjacent to the worker's current position.
 - the target grid should be vacant, or a tower without a dome.
 - If the player is building a tower, the target grid should be vacant, or a tower with 1 or 2 level without a dome.

For Minotaur: - if we want to use the power of Minotaur, the target grid must has an opponent worker, and the current worker of current player must with the same x or y position, or in diagonal position with the target grid.

Invariants:

1. For workers, when they are on certain x, y position, the correspond grid must also store the occupation of this worker.
2. For towers, when they are on certain x, y position, the correspond grid must also store the occupation of this tower.

Postconditions:

1. The status of target grid is changed due to the action.
2. The position of the workers are changed to the target position.
3. The position, levels, or dome existence are changed due to the players actions.
4. The towers level should larger than 0 and smaller than or equal to 3.
5. The playerRound/ currentPlayerID are changed to another player.