

Operation: public boolean move(Worker worker, int x, int y)

Pre-conditions: It's player turn to move worker.

Player chooses one of his/her worker to move.

The chosen worker has unoccupied adjacent field.

Position the worker moves to is unoccupied and has no dome.

Worker moves a maximum of one level up.

Post-conditions: Worker moves to the new position.

New position is marked as occupied.

Worker's previous position is marked as unoccupied.

If game doesn't end, change player's turn to build towers.

End game if the worker wins.