

Operation: move()

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

Player chooses one of his/her worker to move.

Worker has unoccupied adjacent field.

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 turn to build towers.

End game if the worker wins.