

Domain Model:

Game: Represents the overall session of Santorini, tracking the game's status and the current action being taken.

Player: An individual participating in the game, identified by their name.

Worker: A piece controlled by a player, which moves on the board and occupies a specific position.

Board: The 5x5 grid where the game takes place, consisting of multiple spaces.

Space: An individual cell on the board, defined by its x and y coordinates (x_pos, y_pos).

Tower: A structure built on a space, with a specific height (0-3) and an optional dome on top.

