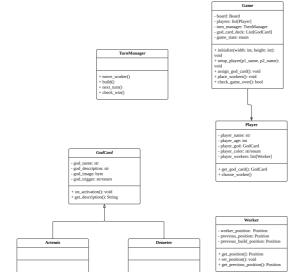
- board + is_valid() + get_possible_moves

MoveValidator

BuildValidator





Board

- tiles: Tile[int][int]
- width: int
- height: int

+ initialize(width: int, height:int):
void
+ get_tile(position: Position): Tile

Tile

- position: Position
- worker: Optional[Worker]
- building: Optional[Building]

+ get_building(): Optional[Building]
+ has_worker(): bool

Building
- level: int/enum
- dome: bool
+ has_dome(): bool
+ get_level(): int
+ increase_level(): bool



get_worker_level()
Tile = get_tile(x, y)
Worker Height = Tile.get_building.get_level()
(Level 1)

Check Valid Movement ->
Tile.get_building.get_level() (Level 3), compare
Level 3 - Level 1 == 2 So, not a valid move

if abs(new_row - current_row) > 1 or abs(new_col - current_col) return False



