

C Board

● moveWorker(player: Player, worker: Worker, position: Position): boolean

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C Player

○ name: string

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C Worker

○ id: int
○ currentPosition: Position

C Position

○ x: int
○ y: int

Precondition:

- The player must own the worker.
- The target position must be adjacent and unoccupied.

Postcondition:

- If valid, the worker moves to the new position.
- If invalid, return false and do not change state.