

Interaction Description: The user initiates the action to move a worker. This action involves 1. selecting a worker, 2. specifying a destination to which the worker should be moved. 3. Checking destination validity. 4. Executing move.

Preconditions:

1. **Worker Exists:** The worker id that the user wishes to move must exist in the current game state.
2. **Destination Validity:** The destination must be within the bounds of the game environment and accessible by the worker.

Behavior:

1. **Select Worker:** The user selects the worker they wish to move from the available workers.
2. **Specify Destination:** The user indicates the destination cell where the worker should be moved.
3. **Validate Move:** The system checks if the worker can move to the specified destination based on game rules and constraints. (only move to adjacent place, same floor/ up 1 floor/ down any floors & no worker stand on destination)
4. **Execute Move:** The system updates the worker's position to the new destination if all conditions are met. Also update newCell occupied condition and release oldCell occupied status.

Postconditions:

1. **Worker Position Updated:** The worker's position (cell) is updated to the new location. The old cell become null (unoccupied).
2. **Worker Status Updated:** The worker's status is changed to reflect that they are now in transit for building a block next.
3. **Win Status Check and Update Game State:** Check that after the move, whether worker is stand on the third floor, i.e. satisfied winning condition.