

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 (if the player owns God Card, then use the god card's standard to check moving validity) 4. Executing move.

Preconditions:

1. **Check Current Player:** check that the current turn is the player's turn.
2. **Check Current Worker:** check that the currently selected worker belongs to the current player.
3. **Check Player's God Card:** check the current player's god card
4. **Check move distance:** check that the new position is adjacent to the worker's current position
5. **Check height difference:** The worker's new height and the original height can have a maximum height difference of 1.
6. **Check occupied fields:** Check that the worker's destination cell is not occupied by any other worker.
7. **Check complete towers:** Check that the worker's destination cell is not occupied by a completed tower (cell that has a dome)

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 the adjacent place, same floor/ up 1 floor/ down any floors & no worker stand on destination) If the player has a god card, then do the validation move process based on the god card's rule. (e.g.: if player has Minotur, then the player can move into an opponent Worker's space, if their opponent Worker can be forced one space straight backward to an unoccupied space at any level)
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.