**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.

**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 opponent worker stand on destination)
4. **Execute Move**: The system updates the worker's position to the new destination if all conditions are met.

**Postconditions:**

1. **Worker Position Updated**: The worker's position (cell) is updated to the new location.
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.