

Behavior Contract

the user attempts to move a worker.

Operation:	moveWorker(worker, destination)
Cross References:	Use Cases: Process Move in Game
Preconditions:	<ol style="list-style-type: none">1. The game is ongoing, and it is the correct player's turn to move.2. The specified worker belongs to the current player.3. The destination cell is adjacent to the worker's current position.4. The destination cell is unoccupied (i.e., it does not contain another worker or a dome).5. The height difference between the worker's current position and the destination cell does not exceed one level.
Postconditions:	<ol style="list-style-type: none">1. The worker is repositioned to the destination cell.2. The previous cell is marked as unoccupied.3. The destination cell is now occupied by the worker.4. If the worker moves onto a level-3 structure, the game is won by the current player.5. The player's turn progresses to the building phase.