

Behavior Contract

the user attempts to move a worker.

Operation:	moveWorker(workerID, targetFeild)
Cross References:	Use Cases: Process Sale
Preconditions:	<ol style="list-style-type: none">1. The game is ongoing, and it is the correct player's turn to move.2. The worker identified by <code>workerID</code> exists and belongs to the current player.3. The <code>targetFeild</code> is adjacent to the worker's current cell.4. The <code>targetField</code> is unoccupied (no other worker or dome on it).5. The height difference between the worker's current field and <code>targetField</code> is at most one level higher.
Postconditions:	<ol style="list-style-type: none">1. The <code>Board</code> was updated to reflect the worker's new position (<code>targetFeild</code>).2. The previous cell of the worker was marked as unoccupied.3. The <code>targetFeild</code> was marked as occupied by the <code>workerID</code>.4. If the worker moved onto a level-3 tower, the game state was flagged as won by the current player.5. The player's action status was updated to reflect that the move was completed and the player may now build.6. An association between the <code>workerID</code> and the <code>targetFeild</code> was established. And the association between the <code>workerID</code> and the previous <code>Cell</code> was removed.