Changes

Structural Changes

- Added `GameView` to separate **UI handling** from game logic.
- Moved **Scanner input** and **coordinate parsing** out of `GameController` for better modularity.

Documentation Updates

- **Contract**: Removed implementation details (`workerID`, `targetField`), improved abstraction.
- **Build Specification**: Clarified validation vs. execution, explicitly described state updates.
- **Object Model**: Ensured consistency with actual methods and responsibilities.