Domain Model

Glossary

Cell: A single square on the board grid, which can have varying levels of height and may be occupied by a worker or a dome.

Level: The height of a cell, which can range from ground level to three additional levels. Reaching the third level is necessary to win the game.

Occupancy: The state of a cell, indicating whether it is empty, occupied by a worker, or covered by a dome.

Position: The coordinates of a worker or cell on the board grid.