

# Behavior Contract

*the user attempts to move a worker.*

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