Behavior Contract

the user attempts to move a worker.

Operation:	moveWorker(worker, destination)
Cross References:	Use Cases: Process Move in Game
Preconditions:	1. The game is ongoing, and it is the current player's turn.
	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 either: - Unoccupied (i.e., does not contain another worker or dome), or - Occupied by an opponent's worker and the cell directly behind (in the same direction) is: within the board bounds and unoccupied (no dome, no worker).
	5. The height difference between the current position and the destination cell does not exceed one level.
Postconditions:	1. If the destination cell was unoccupied, the worker is moved there as normal.
	2. If the destination cell contained an opponent's worker and push is valid: - The opponent's worker is moved one space directly backward. - The current player's worker is moved into the vacated destination cell.
	3. The previous cell of the current player's worker is marked unoccupied.
	4. The destination cell is now occupied by the current player's worker.
	5. If the move results in standing on a level-3 cell, the game is won by the current player.
	6. The player's turn progresses to the building phase.