**Behavior** **Contract**

the user attempts to move a worker.

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| Operation: | moveWorker(worker, destination) |
| Cross References: | Use Cases: Process Move in Game |
| Preconditions: | 1. The game is **ongoing**, and it is the **correct player's turn** to move. 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 unoccupied** (i.e., it does not contain another worker or a dome). 5. The height difference between the worker’s current position and the destination cell **does not exceed one leve**l. |
| Postconditions: | 1. The **worker is repositioned** to the destination cell. 2. The previous cell is marked as **unoccupied**. 3. The destination cell is now occupied by the worker. 4. If the worker moves onto **a level-3 structure**, the game is won by the current player. 5. The player's turn progresses to the building phase. |