

Operation: The user attempts to move a worker.
move(worker)

Pre-conditions:

- The Player whose turn it is to move must select a worker.
- The worker must be able to move (a space exists horizontally or diagonally that is not occupied by another worker or a building with a height difference of less than 2 and is NOT a dome)

Post-conditions:

- Worker is moved to a valid position, and the old and new Spaces are updated.
- The Board state is updated. The Game checks the board for whether the Player has won or lost—if not, the turn switches to the other player.