

Santorini Board:

The Santorini Board class will have the following instance variables:

- 2D array of Buildings
- List of workers

Board will have the following methods with the given inputs/outputs:

- createGrid
  - input: an integer representing the x/y dimensions of the new board (should be positive)
  - output: a 2D array of Buildings (see instance variable above)
  - This method simply creates a board of the given size.
- workerMove
  - input: a worker who is to make a move, a delta x (integer), and a delta y (integer)
  - moves the worker to a neighboring building
- workerBuild
  - input: Worker to conduct the building, a delta x (integer), and a delta y (integer)
  - allows the given worker to add height to a neighboring building
- placeWorker
  - input: Worker to be placed, an x location on the board (integer), a y location on the board (integer)
  - adds a Worker to the board at the specified location
- getGrid
  - output: returns the 2D array of Buildings representing the current state of the board
  - allows clients to see the current state of the board
- getWorkers
  - output: returns a list of the current Workers
  - allows a client of the board to see where the current workers are.

The worker class will have 2 fields, int x and int y to represent the location on the board.

The building class will have 1 field, int height.