# contract

The user attempts to move a worker.

| Operation | moveWorker(Worker, Grid) |
|---|---|
| Cross References: | Use cases: play Santorini |
| Preconditions: | <ul><li>Round is not over</li><li>There are grids for workers to move.</li><li>The column and row for the grid is less than 5</li><li>This grid is not occupied</li><li>The difference of old row and new row is less than 2</li><li>The difference of old column and new column is less than 2</li><li>The difference between layers is less than 2(worker can only step up at most 1 layer)</li><li>Worker w instance was created</li></ul> |
| Postconditions | <ul><li>w was associated with the current grid</li><li>w.location was became the new grid</li><li>w.layer became the new grid.layer</li><li>The player won, and the game ended if the new grid.layer became 2.</li><li>The old grid is not occupied anymore</li><li>The new grid is occupied.</li></ul> |