contract

The user attempts to move a worker.

Operation	move(worker, grid)
Cross References:	Use cases: play Santorini
Preconditions:	- Round is not over - There are grids for workers to move. - Worker w instance was created - Whether the moving action is valid
Postconditions	- w was associated with the current grid - w was associated with the current towel - w.location was became the new grid - w.layer became the new grid.layer - The player won, and the game ended if the new grid.layer became 3. - The old grid became 0.