

ACTION: user (w/ Minotaur god card) attempts to move a worker.

BEHAVIORAL CONTRACT

eg: move (playerId, workerId, newX, newY)

@ preconditions

- worker to move belongs to player (user)
- new position to move to, is within bounds of board
- new position to move to, is adjacent to current position
- player (user) attempting to move didn't already move
- new position has height at most 1 greater than current position's height
- new position does not have dome
- new position is unoccupied, or (new position is occupied by opponent's worker and that worker is able to move 1 space straight backward to unoccupied space at any level)

@ postconditions

- the worker to move, is placed at new position (newX, newY)
- if new position was occupied by opponent's worker, who was able to move 1 space backwards, opponent worker's new position is the space 1 backward