

### **NormalWorker**

Operation: the user attempts to move a worker.

move(int x, int y): Game

Preconditions:

- No player wins so far.
- The destination is still within the board.
- There is a valid worker selected by the current player.
- The destination should be a neighboring space from the current location.
- The destination should not have a worker already.
- If the destination has a building, it should not have a dome.
- If the destination has a building, it should not be more than 1 level higher than the worker's current level.

Postconditions:

- The original space becomes unoccupied and does not associate with any worker.
- The destination space becomes occupied.
- The destination space associates with the worker.
- The location of the specific worker updates to the destination location.
- The worker wins if there are 3 levels at the new location.

### **Minotaur**

Operation: the user attempts to move a worker.

move(int x, int y): Game

Preconditions:

- No player wins so far.
- The destination is still within the board.
- There is a valid worker selected by the current player.
- The destination should be a neighboring space from the current location.
- The destination cannot have the other worker own by the current player.
- If the destination has a worker that belongs to the other player, the backward location to that worker needs to be on the board and unoccupied.
- If the destination has a building, it should not have a dome.
- If the destination has a building, it should not be more than 1 level higher than the worker's current level.

Postconditions:

- The original space becomes unoccupied and does not associate with any worker.
- If the destination space has an opponent's worker:
  - The destination space removes the opponent's worker.
  - The backward space is marked occupied and now has the opponent's worker.
- The destination space now is occupied and has the selected worker.
- The location of the specific worker updates to the destination location.
- The worker wins if they are 3 levels at the new location and are not being pushed.