

Behavioral Contract	
Operation:	p.move(currLocation, nextLocation, grid)
Cross References:	Use Cases: Player's turn.
Preconditions:	<p>*Assuming current player p is Minotaur object*</p> <p>The game is not over. The locations are valid locations on the grid, and a worker of p is on currLocation. In addition, nextLocation is an unoccupied, adjacent location to currLocation, and it's climbable from the currLocation (the difference between the currLocation's level and nextLocation's level is at most 1). Or, if nextLocation is occupied by a worker of the opposing player, the location directly backwards of that worker is a valid location and unoccupied.</p>
Postconditions:	<p>p's worker is moved to nextLocation. If nextLocation was previously occupied by a worker of the opposing player, that worker is moved to the location directly backwards of nextLocation. currLocation is now unoccupied on the grid. The game will check if any of p's workers are on locations of level 3, and if so, p wins the game. If not, p can now build a tower/dome on an unoccupied adjacent location to either of their workers.</p>