

Table	
Operation:	move(workerId, location)
Cross References:	Use Cases: Player's turn.
Preconditions:	The game is not over. workerId is a valid worker id for the player, and location is a valid Location on the grid (not out-of-bounds). In addition, location is an unoccupied, adjacent location to worker's current location, and it's climbable from the current location (the difference between the current location's level and the new location's level is at most 1).
Postconditions:	The player's worker with that id is moved to location, and its position is that location. That location is now occupied, and the previous location is now unoccupied on the grid. The player can now build a tower/dome on an unoccupied adjacent location to either of their workers. After that, the game will check if the current player's workers are on locations of level 3, and if so, they win the game.