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. location is a valid Location on the grid: not out-of-bounds and an unoccupied, adjacent location to worker's current location. The difference between the new location's level and the old location's level is at most 1.
Postconditions:	The player's worker with that id is moved to location. That location is now occupied on the grid. If the location has level 3, the current player wins the game. If not, the player can now build a tower/dome on an unoccupied adjacent location to either of their workers.