

Operation:	moveWorker(workerNumber: int, inpDirectionX: int, inpDirectionY: int)
Cross References:	Use case: A user would like to move a worker to the tile in direction (inpDirectionX, inpDirectionY)
Preconditions:	<ul style="list-style-type: none"> • direction (inpDirectionX, inpDirectionY) is in range of possible directions pointing to adjacent squares • direction (inpDirectionX, inpDirectionY) is not staying in place, i.e. at least one non zero • The square the worker will move to, (worker.positonX + inpDirectionX, worker.positonY + inpDirectionY) <ul style="list-style-type: none"> ○ Is on the board ○ Is within one height of worker.height ○ Does not have a dome on it
Postconditions:	<ul style="list-style-type: none"> • If not invalid move, worker has changed position • The workers position is on the board • Height differs by one from previous worker height • Height must be non-negative • If worker height is 3, the player associated with that worker has won the game • Previous position is now available, i.e. not covered by a worker