

The user attempts to move a worker  $\Rightarrow$  Worker-move

Pre-conditions:

1. The worker are already initialized
2. The worker is chosen by current player
3. The destination must not be occupied by another worker
4. The destination must not have a dome
5. The destination must be in the boundary of the board (5X5)
6. The destination must be one of the squares that adjacent to the worker, i.e., squares unit away in the worker's forward, backward, left, right or diagonal directions
7. The height of destination no higher than the worker by 1 level

Post-conditions

1. The old grid should be released (not occupied)
2. The destination should be occupied
3. The location (x,y) of the worker should be changed to the destination