Operation: The player (with Minotaur) attempts to move a worker

Pre-Conditions:
Currently is this user's turn.
The worker has not been moved or built anything this round.
The worker has more or equal to one valid place to move.
Search all valid places this worker can possibly move and reject invalid ones.
The move distance is within its surrounding eight squares.
The height difference is within one if wanna move upward.
Check if the intended destination is occupied or not.
Check if the tower is completed.
The player's worker's surrounding areas have the opponent's worker.
The opponent's worker's backward space is unoccupied.

Post-Conditions:
The board has updated its board status with the new worker location.
Mark this position as occupied.
Freed the last place worker has moved from.
Switch to the next state of worker, i.e., build.
The opponent worker's space has moved to exactly one space straight backward.
Mark the opponent worker's current space as occupied.