Behavioral Contract

Operation: the user attempts to move a worker

Pre-conditions:
- The game has been setup (both players have specified the initial positions for their two workers)
- The game is not ended
- It's the user's turn to move his/her worker

Post-conditions:
Two possible outcomes could happen
- The system inspected the move is invalid, this can happen due to:
    o The position that the user wants to move its worker is out of the board
    o The position that the user wants to move already has another worker
    o The position has a tower with a dome
    o The position has a tower with more than 1 levels higher than the worker's current position
  In this scenario, the move will not be performed, and the user will be informed that the intended move operation is not valid
- The move is valid, and the worker is moved to the new position. As a result, the worker's position is updated to the new position.