Battles

Multiple battles can occur in the same tick, the order is determined by the insertion order of BattleResponses before DungeonResponse interface data type is returned. The insertion order is not visible to the user.

A battle occurs when a player is in the same position as the enemy in one tick. It is mentioned that all player movement must be done before enemy movement. So, a player that moves may not collide with an enemy but an enemy may move to the player's new position after, so it is assumed that a battle still occurs.

An assumption has been made that items can stack and therefore attack damage/defence of the player can stack. For example, a player with 2 shields with each shield giving a defence bonus of 4 would give the player 8 defence.

Weapons that are used in battle degrade over time but there is no mention of how the weapons should degrade, i.e player with multiple swords should degrade 1 sword at a time or degrade all swords and not one. An assumption was made that all weapons the player currently possesses will degrade after a battle. This also applies to a player holding multiple shields.

It is not mentioned that weapons should degrade if a player engages in a battle while invincible. An assumption was made that weapons should still degrade when the player is invincible in a battle.

Battling an assassin while invisible is undefined. An assumption was made that the player does not engage in battle with the assassin while invisible.

Enemy movement

Zombie Toasts
Zombies move randomly but it is not defined if the zombie should always move to a free adjacent tile if next to a wall. It is assumed that a zombie can choose to not move and only recheck movement on the next tick. For example, a wall is on the left of a zombie and the zombie chooses to move left but cannot because it collides. It will not recheck its movement for the next available position to move to and will wait for the next tick.

Mercenaries
It is assumed that all mercenaries will always have a path to the player. However in the case where there is no shortest path, an assumption was made that the mercenary does not move.

Hydras

It is not defined whether a hydra should run away from the player if the player is invincible. Given that hydras are similar to zombie toasts, an assumption was made that the hydra runs away from an invincible player.

Assassins
The movement of an assassin when the invisible player is outside the recon radius is undefined. An assumption was made that the assassin will move randomly until it is in range of the invisible player or the player is no longer invisible.

Bribing

Sceptres will always be the preferred method of bribing, even if a player has enough treasure in their inventory.
Assassins will still take your treasure if you try to bribe them when they are already allied with you.
Mind controlling when already allied will reset the timer.