Assumptions

1. If a zombie moves to a new position, and something blocks it such as wall or boulder. The zombie should not move.
2. For zombie's random movement, choosing not to move is a possible option.
3. The mercenary cannot use the portal if he is hostile. Until then, he will always avoid the portal and treat it as a wall or boulder.
4. The mercenary can use the portal if he is not hostile.
5. If a entity goes through a portal, he will go to any open adjacent cell next to the other portal.
6. If a portal out is blocked from all 4 directions, then the entity cannot use the portal.
7. We can move boulders onto collectible entities.
8. When a boulder is pushed onto a portal, don't teleport the boulder.
9. Bombs cannot explode other bombs
10. There is only one player entity on the map.
11. All doors will have a corresponding key and all keys will have a corresponding door
12. If the spider's initial movement is blocked by a boulder, it will not move.