

Assumptions

- Bomb becomes an obstacle, like a wall once it is picked up and used
- Assume that entities will not be created on top of other entities as part of the initial dungeon
- Weapons with zero durability will still stay in inventory
- Assume that there will always only be one Player
- Boulders can be pushed onto collectable entities
- Assume one game is active at a time
- Assume that item-Used tick = movement tick = tick, and will affect spiders and zombies spawning all the same