Assumptions

- A hydra's health is uncapped, meaning that it can heal itself beyond its initial health
- There can only be one older player in any given time travel situation
- The old player does not battle any enemies
- When a player time travels using rewind, the time turner disappears
- A player can time travel more than once, but only once the oldplayer has disappeared.
- The old player will not interact with any enemies except the player
- The old player cannot build
- If the player had weapons and time travelled, the old player will spawn with no weapon buff
- Potions will still affect enemies including the old player
- If the old player path is blocked by a boulder, they will not move until path is cleared again
- Allies will not track the old player, but the player if they rewind to a state where the ally still exist
- Enemies will track the player not the older player.
- Start coordinates of dungeon generation will always be less than the end coordinates
- Goal supplied for dungeon generation is an exit goal