Assumptions

Boulder
- Boulders can't go on portals, toast spawners, locked doors, other boulders, or movingEntites, walls
- Boulders can only go on empty squares, collectable entities, exits, open doors, and floor switches

Player
- Player cannot step on toast spawner

Controller
- There is only one dungeon in the DungeonManiaController

Battle
- Enemy Health = Enemy Health - BowDmg*(Player Attack Damage + sword Dmg / 5)
- Player Health = Player Health - (Enemy Attack Damage / 10) - defense
- Can equip/use multiple same weapons in a battle (e.g. can use bow twice)
- Both the enemy and player can die in the same battle

Bomb
- Bombs will not trigger other bombs (but will destroy bombs)
- Bombs will destroy every entity

Zombie
- If a zombie is next to a wall and decides to randomly move into it, the zombie will not move for that tick
- Zombies move on the same tick that they spawn
- Zombies cannot move boulders

Portals
- When teleporting and the you are teleported to a spot not corresponding with the moving entities position due to there being a wall, the moving entities direction will also change
- If battle will always happen before teleporting in a portal

Map:
- There can be multiple exits
- There will not be multiple floor switches at the same position

Time traveling:
- When we rewind, killing entities will add to the enemy counter from current
- The mercenary state rewinds to the previous state at rewinded tick ()

- The player does not pick up items that appear at the same position it exists when it rewinds
- Enemies destroyed counter remains the same after rewind (needed for goals)