# Assumptions

- The inventory at the front end displays the quantity of elements based off how many of an item is in the inventory.
- Enemies can't push boulders
- Given that zombie spawner can spawn a zombie at multiple conditions it does not matter where it spawns.
- Bribed mercenary should never be at same position as player (should be in previous spot)
- Random movement includes not moving
- Boulders can't be pushed into portals
- Boulders can't be pushed when coming out of a portal
- Going into a partially blocked portal cannot push player into another portal
- Cannot unlock doors through portal
- Spiders can spawn on player
- Assassins are act as mercenaries when design unspecified
- Once the sceptre is used it is removed from the inventory
- Mind controlling an entity twice should not be possible
- Can't have goal that is not achievable (e.g., have exit without exit on the map)
- The player will never save the same game with the same name
- Won't generate multiple dungeons with different config files