Assumptions

COMP2521 T09 Cupcake Project, Milestone 3

Here are some assumptions of implementation behaviour we have made for behaviours not specified in the spec.

Milestone 3

- When the **movement factor of a swamp tile is 0,** entities are unable to move
- A **sceptre** has practically infinite **durability**, will not wear out.
- **Obstructions to an older player's movement** during time travel that would prevent it from reaching the time portal is will prevent it from reaching the destination.
- **Building more than one** sceptre or midnight armour is possible. Bonuses stack, but mind control duration does not stack.
- When the **invisible player is outside of recon radius**, the assassin moves randomly.
- **When the player is invincible**, the movement strategy of the **assassin** is to avoid the player.
- During time travel, the **older player can battle** with enemies.
- **Swamp tiles can affect allies** of the player.

Milestone 2

- **Boulder** itself gets blocked by all other entities when moving EXCEPT Switch
- **Mercenaries, Spiders, Zombies** get blocked by boulders
- **Treasure Goal** gets unachieved if the player has collected enough treasures but spends them to the point where they no longer satisfy the treasure goal
- **Multiple swords** (and other weapons of the same type) will stack damage
- When a **player bribes multiple mercenaries**, they will all follow the player without respect for positions of each other (may overlap)
- **Boulder movement is restricted to the same rules as player movement** e.g. entities blocking player e.g. locked door, wall, placed bomb, etc will also block boulder. Exception: boulders blocked by other boulders, but player not necessarily.
- **Spiders and zombies** can move onto **portals** and exits unaffected.
- **Exploding bombs** can cause other bombs to be removed, but not detonated.
- When a player travels through a portal, **allies do not teleport** with them. They continue following the player.
- Using a **weapon on a zombie toast spawner does not impact its durability**.
- A **bomb becomes an obstacle** to player, boulders and enemies when placed.
- **Zombie toast spawners are not obstacles**. Zombies and the player can traverse through zombie spawners.
- **Multiple allies** will stack their attack and defence bonuses for the player.
- The **cumulation of defence bonuses** against enemy attack damage cannot exceed the enemy's attack damage.