


Approved Assumptions

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创建者：Nick Patrikeos

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The following behaviour is all undefined, and we will not test.

We will add to this list as people post on **this forum megathread**.

Please put assumptions on the megathread, not on Confluence so we can triage them easily.



a) Microevolution - Enemy Goal (10 marks)

- Whether allies destroyed by a player-placed bomb count towards the enemy goal is undefined.

b) Bosses (10 marks)

- None ATM

c) Swamp Tile (10 marks)

- The effect of swamp tiles on boulders is undefined
- Whether swamp tile can be destroyed by bomb is undefined
- You can assume there will be only one swamp tile in the same grid.

d) Sun Stone & More Buildables (15 marks)

- Where there are multiple options for creating a buildable entity, the precedence of items is undefined
- The behaviour of a sceptre after use is undefined
- When trying to open a door with both a key and a sunstone in the player's inventory, it is undefined which entity will be used.
- The behaviour when `mind_control_duration` is ≤ 0 is undefined.
- When a mercenary or assassin can be bribed and mind controlled at the same time, which action will be taken after the player interacts with them is undefined.
- Whether a sunstone is preferred over keys or treasure when building a buildable item if both are available

is undefined.

- Whether midnight armour counts as a weapon when destroying zombie toast spawners is undefined.

e) Dungeon Generation (15 marks)

- None ATM

f) Time Travel (20 marks)

- The behaviour when a player time travels within time travelling is undefined
- Older player behaviour when they can't carry out an event due to missing an item is undefined.
- The behaviour of the older player interacting with enemies during time travel is undefined.
- Whether goal (treasure goal, enemy goal) progress will be persisted or not in time travel is undefined.
- Whether historical `BattleResponses` will be persisted or not in time travel is undefined.
- Whether battle happens immediately after time travel is undefined
- Whether the old player's health should drop due to player's previous battle is undefined
- The behaviour of a time turner being in player's inventory after its use is undefined
- Whether the old player can overlap with enemies is undefined
- The behaviour of both the old player and the current player having an invincibility potion in battle is undefined.

g) Logic Switches (20 marks)

- Whether the player can stand on light bulbs and wires is undefined

Other

- Whether or not a spider can spawns in the same tile as a boulder is undefined.
- The behaviour when a bomb explodes while other bombs exist in its radius is undefined
- If the cumulation of defence buffs is high enough to reduce the enemy's attack to 0, the behaviour is undefined
- The behaviour of ticks after the end game (winning or losing) state is undefined.
- You can assume there will be exactly one `player` entity initially on the map
- Whether having multiple swords (and other weapons of the same type) stack damage or are used one at a time is undefined behaviour
- Whether mercenaries can overlap is undefined.

- Whether destroying zombie spawners affects a sword's durability is undetined
- Whether having multiple allies stack battle buffs or not are undefined behaviour
- The movement of a mercenary when there is no path to the player is undefined
- Trying to Mind control/bribe an ally that is already mind controlled/bribe is undefined.

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