Assumptions

- Zombie spawner cannot spawn Zombie if walls cardinally adjacent
- Zombie toast can be created initially without a spawner
- Cannot teleport through portal if the direction the player is entering from is blocked
- Zombie is blocked by portal
- Zombie will not spawn if no empty adjacent block
- Boulders can only be pushed into entities?
- Duplicate weapons stack up
- EACH BATTLE WILL CALL USE() <- deals with decreasing durability ON INTERFACE WEAPON
- The player will use treasure before a key to build a shield
- If a bomb is in the radius of an explosion, they wont explode, but be removed like other entities
- If a player is invisible, they cannot engage in fights

Dungeon
- 2D array of entities
    - Position of each entity stored by indexes
- Interacts implemented by specific entity interfaces that are implemented by entities
    - Use the different interfaces
- Recursive call from each entity of interact - e.g. boulder into wall

Player attack
- You can not stack like-weapons (no 2 swords or 2 bows or 2 shields)

Goals
- Must comply with observer pattern.

Mercenary
- Treats other enemy entities as a wall
- Mercenaries will walk into a portal if a player is on the other side, regardless of if the portal leads to somewhere further away from the player. In terms of game design, it would make sense for no moving entity to know what's on the other end of a portal.
- A bribed merc will teleport to the space behind the player
- If there is no path from the mercenary to the player, the mercenary doesn't move.