Assumptions

Player
- If player holds armour, then the player equips armour
- The moment a craftable object is crafted, it is added to the player's inventory

Ticks
- For ticks order is:
  Player moves -> Battles Occur -> Enemy moves / Pick up items -> Battle occurs ->
  Potion duration ticks -> bombs blow up

Battles
- Player does not stack weapons
- Multiple battles can occur in one tick if multiple enemies move onto the player.

Spawn
- Spiders can't spawn on boulders and randomly, if they cannot spawn randomly after 100
  attempts then they do not spawn. E.g. if the map was only full of boulders.
- Spiders will permanently spawn to spawn spider.

Interaction
- Players can break zombie toast spawners with a sword, bow or shield.
- IllegalArgumentException thrown when input entityId refers to an entity that does not
  exist.

Movement
- Enemies can move on top of each other and on top of collectables.

Weapons
- Armour and Sword have a durability of X uses
- Bow has a durability of X uses
- Midnight armour has infinite durability