1. We assume that there would not be more than 4 conjunction/disjunction goals, as there are only 4 primary goals given in the game.
2. Config will only give integers for any value
3. Can push a boulder through a door that has been opened (couldn't see a case where this would be false)
4. For using items, assume whatever id they use belongs to an item that is on the ground and can be picked
5. Teleporter, after teleporting, the player is in the same direction as they moved initially to enter teleporter
6. Assume that player and enemy attack at the same time
7. If there are multiple battles, either order is fine