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
8. Saving a file will override an existing one if they share the same name
9. Swamp tiles do not affect the movement of a boulder (i.e. player can still push it even if a boulder is on a swamp tile without movement penalties)
10. Can't push a boulder if there is an entity behind it
11. Teleporting onto a swamp tile counts as 1 movement step (i.e. same as moving on top of it)
12. Can teleport onto entities that the player can move through (e.g. can teleport onto a switch or door that has been opened)
13. The zombie will move if possible in a random direction
14. Zombie toast (non-player entities in general) can't push boulders