

- *Assumed that the defense multiplier that occurs from stacked shields and armour can not go below 0 because that would mean enemies do negative damage
- *Assumed characters have a base amount of damage (design.pf: this was to ensure characters dont immediately die when they run into an enemy when they spawn in)
- *Assumed bow multiplier occurs after all damage aggregate it calculated
- *Design choice: made item id and unpickedupitem that same as to reuse ids so no conflicts occur
- *There will always be at least one cardinally adjacent square to the zombie spawner
- *The blast radius of the bomb is 1 cell in each direction