

Boulders

Boulders can only be pushed by the player. This assumption is based off the thread:

<https://edstem.org/au/courses/8675/discussion/931575>

Boulders cannot be pushed onto moving entities. They can only be pushed onto empty spaces, open doors, collectable entities or floor switches. This assumption is based off the thread:

<https://edstem.org/au/courses/8675/discussion/929846>

Portals

When a player moves into a portal, the player leaves the other portal via the same direction they entered. This is based off thread: <https://edstem.org/au/courses/8675/discussion/933947>

If they cannot move to that spot, then they end up in the original portal position. This is based off thread: <https://edstem.org/au/courses/8675/discussion/926856?comment=2093122>

When a player moves onto a portal but there is already a spider, the player teleports and there is no battle. This is based off thread: <https://edstem.org/au/courses/8675/discussion/933010>

Spiders

The spider can travel across Zombie Toast spawners, as per thread:

<https://edstem.org/au/courses/8675/discussion/926856?comment=2090900>

If there is a boulder above the spawn location, then the spider will not move as per thread:

<https://edstem.org/au/courses/8675/discussion/926856?comment=2087564>

Buildables

We will treat that there can only ever be one of each buildable at a time, as per thread:

<https://edstem.org/au/courses/8675/discussion/934993>

Dungeon Map

Dungeon.json files will always be delivered and in the correct format.

Config.json files will always be delivered and in the correct format (No need for default case)