

## 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>

Spiders can spawn in any square visited by the player or on top of any entity but a Boulder

## Zombie

Zombies can't spawn on walls boulders, closed doors or other zombies

Zombies can't move to squares with other walls, boulders or closed doors.

If a zombie cannot move anywhere it stays in the same position

IF there is no squares for a zombie to spawn it wont spawn.

## 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)

## Battles

If the player is invincible, then they will not use weapons in battle even if they have them in their inventory.

Assassin and invisible player will not battle if in the same square

<https://edstem.org/au/courses/8675/discussion/937433>

If enemy has negative attack (due to shield and armour), heals.

Player always has attack greater than 0 (so that there cannot be two negative attacks in the battle).