

Assumptions:

1. Game cannot start in a won state
2. Mercenaries will only teleport if it is an ally, if not they are unaware about the existence of portals, the Player keeps how portals work secret from hostile mercenaries!
3. Mercenaries enclosed inside walls cannot see the player and hence it does not move.
4. Anything that can move can go through portal except zombie toasts
5. Assuming that players do not spawn on collectable items so isPickedUp is initially false.
6. Sceptre is removed from inventory when it is used to mind control
7. Can only time travel once