Assumptions

- General
  - Only one Player in the game
  - Game map: map coordinates will be limited to -10 to (10 + furthest entity) in both axis'
- Portals
  - No "infinite" portal loop where the final portal spits the player into the starting portal.
  - If the teleport position is blocked (isPassable == false), the player will be teleported to any free cardinally adjacent positions. If all cardinally adjacent tiles are blocked, the player will remain at the initial portal position.
  - Only player can move through portal and be teleported
  - Moving entities and boulders can move through portal but won't be teleported

- Boulder
  - Boulders can moved onto any tile with entities that are passable(isPassable == true) e.g. portal and moving entities
  - Enemies cannot push boulder, only player can
- Zombie Spawners
  - Can only be destroyed with sword
  - Can be walked over
  - Assumes a zombie CAN be spawned onto a player and when it does, a battle should commence

- DungeonController
  - Only one dungeon runs at a time. If newGame is called, the previous dungeon is wiped.
- Goals
  - Treasure goals can be un-achieved
- Items
  - Could I assume bomb cannot destory exit?
    - if the goal is an exit, then yes it can be assumed
- Battles
  - Player can only have one ally at a time
  - Player cannot weapon stack damage (max 1 bow, 1 sword and, 1 shield per round)
  - Player will still take damage even if last hit will kill the enemy
  - When player is invincible, weapons are not used and therefore do not lose durability
- Build
  - When building a shield , treasure will be prioritised if it exists. Otherwise key will be used

- ○ When building a Sceptre, wood will be prioritised over arrows. Otherwise if enough wood does not exist, arrows will be used

- Weapons
  - ○ Weapons do not lose durability when destroying ZombieToasters

- Movement
  - ○ If a mercenary is an Ally and the player is next to it but walks into a wall, the merc will also not move
  - ○ If a player picks up an item, the item's position will not change as the player traverses the map
  - ○ Assumes that all enemies that follow the player HAS a path to it (no disconnected graphs)
- Swamp tile
  - ○ Does not affect boulder movement
  - ○ when the movement factor of a swamp tile is 0, act as a normal tile
  - ○ The behaviour of swamp tiles on allies: does affect
  - ○ movement factor can only be an integer >= 0