assumptions.pdf (Milestone 2)

- In order to destroy a zombie toast spawner, player must have a sword.

Holly's assumptions:
- Spiders can traverse through zombies and mercenaries.
- Multiple spiders can spawn on the same tile (except if the tile is a boulder, since spiders can't spawn on top of boulders).
- The farthest entities in the initial dungeon JSON map determine the boundaries of a spider's spawn location (i.e. these entities mark the spider's "spawn box"). For example: if the minimum x value in the JSON file is 1, minimum y value is 0, maximum x value is 10 and maximum y value is 15, then the spider can spawn anywhere between (and including) (1, 0), (1, 15), (10, 0) and (10, 15).
- Zombies can't move through zombie toast spawners.
- Zombies and mercenaries can't push boulders.

Joseph's assumptions:
- Assume Bomb radius is literally a square, i.e the adjacent cells to the bomb is a radius of 1, then the adjacent cells to those cells will be radius 2.
- Arrows and wood have no functionality except to be collected, effectively building fodder
- Sword durability is always positive, attack factor is always positive
- The tick use method assumes the entity exists at all within the map or inventory

Ahmed's assumptions:
- FloorSwitch is initially depressed and has no entity spawn on it (initially).
- When exiting a portal, a player will exit from the opposite side of the first portal they entered from, unless it is blocked by a wall.

Luke's assumptions:
- shield will prioritise consuming treasure over keys when being built
- shield durability and shield defence are always positive
- materials consumed cease to exist and are removed from entities list
- Bow durability always positive
- Buildables cannot be dropped so will never actually take up a square

assumptions.pdf (Milestone 3)

Holly's assumptions:
- Allies get slowed down by swamp tiles.
- If the movement factor for the swamp tile is 0, this means the entity will treat it like a regular floor tile. I.e. Tick 1: entity is on the swamp tile. Tick 2: entity gets off the swamp tile.

- Scenario: a player and mercenary/assassin are one block away from each other. If a player bribes the mercenary/assassin, they will become an ally. However, if the player decides to move towards the ally, the ally will move towards the player because they are not neighbours yet. I will ensure that the player and ally do not end up at the same tile (i.e. the player will move, but the ally will stay where it is). Please see my post below - it contains diagrams explaining this: https://edstem.org/au/courses/8675/discussion/937353
- From the forum: you can assume that each square will have a max of 1 swamp tile.
- Swamp tiles do not affect boulders.
- Hydra_health_increase_amount will always be greater than or equal to 0.

Joseph's assumptions:
- Doors will not be placed on top of other entities that a player cannot walk through (i.e a door will not be placed on top of a wall)
- Unlocking a door will prioritise using the sun stone instead if the key is in the player inventory.
- The saves folder may have additional files in it (i.e .gitkeep file to keep the folder from being untracked by gitlab)

Ahmed's Assumptions:
- If some of a portal is blocked by walls, it doesn't matter where the player gets teleported as long as the position is cardinally adjacent to the portal.

Luke's Assumptions
- The unlimited range on the sceptre means unlimited cast range not only just that the effect holds under unlimited range.
- If a player has a sceptre and treasure they hypnotise by default rather than bribing when interacting with mercenaries and assassins.
- If a player can make a sceptre multiple ways keys are prioritised over treasure(as in treasure is consumed) and arrows are prioritised over wood(wood is consumed).