

# assumptions.pdf

- 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