

Static Object assumptions:

When moving through a portal the player will always appear in the top adjacent square, if that is blocked then right, followed by down and left.

You can push a boulder onto a teleporter, but it will not teleport

Boulders and other non player moving entities can move through unlocked doors.

An exploding bomb that causes a switch to be destroyed causes a softlock, ie you cant complete the level.

Entities will not be created on top of each other, except for boulders can start on switches

Bombs do not explode other bombs

When multiple bombs are placed around the same switch, if bombs that are not within another bombs radius they will also explode.

Players, zombies and spiders can traverse through zombie spawners

Zombies and mercs treat boulders as walls.

When a boulder is pushed onto a spider, it will move to its next position that is not a boulder.

If a bomb explodes a portal, the corresponding portal can not be entered

Assumptions for Movement and NPAs:

- If a spider is spawned right beneath a boulder, it will stay idle until the boulder above it is pushed from that spot (spider cannot do it's initial move)
- If randomMovement chooses a position with an object that the npa cannot move into, then it will choose another
- If there are more than 1 allies, they will take up the same space that is the player's previous position
- If a spider is stuck by two boulders on the left side and right side, it should just stay in that position.
- If player has ally and player is invisible, ally will still follow player around

If a mercenary has no path to the player, it will stay idle until a path is found.

Moving entities are allowed to move through bombs that have been placed down.

Treasure goal requires player to have the treasure in the inventory to complete

If a player recruits an ally and a tick occurs after recruitment, but the player does not move i.e. use an item, the ally will move on top of the player.

If the player is under the effect of an invincibility potion and a mercenary or zombie toast can only move towards the player it moves.

Allies still follow the player if the player is under the effect of invisibility potion.

Boulders can be pushed onto zombie spawners

Boulders cannot be pushed into the moving entities

Zombie spawners can spawn zombie toasts on any adjacent positions that contain other dungeon objects other than walls.

Moving entities can move onto spawners

Allies are not affected by swamp tiles

Scepter assumption:

- Assume that the Scepter's durability is 3
- Assume that mercenary and assassin can't be bribed in mind control state

When assassins are on the same tile of an invisible player battle will ensue

If the player holds a sunStone and the correct key for a door, if they open said door it will be using the sunstone so the key is not removed.

If a circuit of wires is active, and then becomes unactivated the wires will deactivate (ie, wires do not count as an activated entity for other wires.)

If the player has two different types of logical bombs in their inventory (or a logic bomb and a regular one) the bomb that is placed can be any bomb.

An entity with co_and logi does not require all cardinally adjacent switches to be active for it to activate.

Logical entities that are not wires do not act like wires (can not conduct activation on a circuit)

If two games of the same name are saved the first game is overridden.

Multiple logical entities on the same square will not interact with each other.