

- <https://edstem.org/au/courses/8675/discussion/926856?comment=2093402>
 - Zombies spawning on top of zombies is undefined
- <https://edstem.org/au/courses/8675/discussion/926856?comment=2091842>
 - Zombies spawning on top of Player is undefined
- <https://edstem.org/au/courses/8675/discussion/926856?comment=2094598>
 - If you pick a random direction for Zombies to move in and it turns out to be invalid (e.g., there's a wall in the way), the movement is undefined
- <https://edstem.org/au/courses/8675/discussion/933067>
 - The behaviour of non-wall static entities next to Zombie spawners is undefined
- <https://edstem.org/au/courses/8675/discussion/929191?comment=2095338>
 - The behaviour of the spider when a boulder is pushed onto it is undefined
- <https://edstem.org/au/courses/8675/discussion/926856?comment=2085605>
 - Whether zombies are blocked by portals or can they move on top of them without any effect is undefined
- <https://edstem.org/au/courses/8675/discussion/926856?comment=2087019>
 - There will only be one player entity in the map
- <https://edstem.org/au/courses/8675/discussion/926856?comment=2097806>
 - There will be only one exist
- <https://edstem.org/au/courses/8675/discussion/930264>
 - All keys in the dungeon will have a corresponding door, and vice versa
- <https://edstem.org/au/courses/8675/discussion/926856?comment=2090742>
 - The spiders cannot use the portal
- <https://edstem.org/au/courses/8675/discussion/926856?comment=2084350>
 - Movement of boulders onto collectables is undefined
- <https://edstem.org/au/courses/8675/discussion/926856?comment=2085822>
 - Entities will not be created on top of other entities as part of the initial dungeon
- <https://edstem.org/au/courses/8675/discussion/929846>
 - Behaviour for what happens when a boulder is pushed onto an enemy or portal is undefined
- <https://edstem.org/au/courses/8675/discussion/926856?comment=2086935>
 - All fields in the config file will be integers
- <https://edstem.org/au/courses/8675/discussion/926856?comment=2090807>
 - Player can carry multiple of the same potion