

Static Entity

Boulder:

- if the boulder is pushed to a position where it has a moving entity or one of the following: 'Wall, Boulder, Un-opened Door', it would block the way, the boulder and the entity blocks the way just stays in the same position. The player won't be able to push the boulder.
- Moving entities cannot push boulder

Player

- Player will never spawn at any restricted position. E.g. player will never spawned at the position with a wall.
- WeaponaryUsed will not include allies' attack and defence bonus.
- When a player battles an enemy while using an invincibility potion, if they have a weapon whether or not, that weapon's durability will not decreases
- If there's both a collectable entity and an enemy in the tile the player moves into, the player collect the entity first then battle with the enemy
- Player can traverse through zombie spawner
- The inventory output when the player dies will remain as player was alive
- The behaviour when having more defence than an enemy's attack – will not have any effect on player's health
- multiple swords (and other weapons of the same type) will not stack damage. And is used one at a time.

Moving Entity

- If an enemy is meant to move away from the player but there is no square it can go to except a square closer to the player, the enemy will not move.
- When a player tries to mind-control a mercenary or assassin that is already being mind controlled, the duration will be refresh.
- The behaviour when having more defence than an player's attack – will not have any effect on enemy's health
- The movement of allies when the player is invisible – will follow player

Spider:

- Spider would spawn new Spider in a random position but would not exceed $(20^2 + 20^2)^{\frac{1}{2}}$ away from the player. The x-coordinate would be in a range between player position and player position + 20. So as the y-coordinate.

Assassin:

- The behaviour of an Assassin and an invisible player at the same tile – battle will not occur

Buildable Entity

Midnight Armour:

- Since the duration of it is permanent, let the Armour own a duration that is the value of max double.

Scepter:

- Scepter will not be removed after used

Collectable Entity

- using a weapon on a zombie toast spawner will not impact its durability

Bomb:

- A bomb will not explode other bombs, it destroys them.
- a bomb will not become an obstacle when placed