Assumptions

- Portals with corresponding portals that have walls, boulders, closed doors or zombie toast spawners in cardinally adjacent squares, will not allow the player to teleport in that square.
- There will be no "infinite" portal loop where the final portal teleports the player into the starting portal
- Destroying a spawner does not decrease the weapon's durability
- Complex goals are shown in the dungeonResponse until they are completely fulfilled, and removed when fulfilled (treasure AND exit will be shown until both are completed, treasure OR exit will be shown until one is completed).
- when a spider encounters a boulder they move in the other direction as soon as they are adjacent to it
- queueing potions acts in the following way for a duration of 2:
  - tick 1 - use invisibility -> change state on same tick
  - tick 2 - use invinciblity -> invisible
  - tick 3 - invincible state
  - tick 4 - invincible state
  - tick 5 - normal state
- spiders spawn in the bounds 0, 0 -> 100, 100
- the player is only allowed to select valid dungeon and config files
  When a player battles an enemy while using an invincibility potion, if they have a weapon whether or not that weapon's durability decreases is undefined
- When a player tries to mind-control a mercenary or assassin that is already being mind controlled, the behaviour is undefined.
- If player has materials to build midnight armour but there are zombies in the dungeon, midnight_armour will not appear in buildables in the dungeon response
- Battle history is not required to persist through saves

Mercenary Assumptions
- When a player bribes multiple mercenaries, their position relative to the player is undefined (can all be in the same square, can snake-style follow around)
- A maximum upper bound for calculating distance for mercenaries moving towards players can be assumed (15 square radius)
- The behaviour when the movement factor of a swamp tile is 0 is undefined
- The movement of allies when the player is invisible is undefined
- Whether zombies and mercs can push boulders is undefined
- Whether bribing a mercenary counts as defeating an enemy is undefined
- The movement of a mercenary when there is no path to the player is undefined
- The movement of mercenaries on the same tick a player consumes an invincibility potion is undefined

Swamp Assumptions
- The behaviour when the movement factor of a swamp tile is 0 is undefined
- The movement factor of a swamp tile will always be an integer
- The effect of swamp tiles on boulders is undefined
- The behaviour when the player pushes a boulder into a portal is undefined.
- You can assume that each square will have a max of 1 swamp tile
- Whether allies are affected by swamps is undefined