Player movement:
- Up
- Down
- Left
- Right

Item collection:
- Pick Treasure, Arrows, Wood(multiple)
- Pick one key
- Fail to pick 2rd key
- Pick potion(multiple)
- Pick bomb(multiple)
- Pick sword(multiple)

Use item:
- Use treasure(Combined with Mercenary interaction>)
- Use key(Combined with door interaction and shield building)
- Use potion(multiple time)
- Use wood , arrows(Combined with bow/shield building)
- Use sword, bow, shield(Combined with Battles)

Crafted:
- Fail to make bow/shield
- Make bow
- Make shield with treasure
- Make shield with key
- Make shield with both treasure and key
- Make midnight armor with different material
- Make Sceptre

Drop item:
- Drop bomb(Combined with Map interaction)
- Cannot pick up a placed bomb
- Drop a bomb will destroy other bombs on the map
- cannot cross a dropped non-activated bomb

Interaction with Interactables:
- Player interacts with Boulder, unrestricted, all directions
- Player interacts with Boulder, restricted (wall, boulder), all directions
- Player interacts with Boulder, onto Floor Switch, all directions
- Player interacts with Portal, unrestricted, all directions
- Player interacts with Portal, restricted (wall), all directions
- Player interacts with Door, without Key

- Player interacts with Door, with Key
- Player interacts with Zombie Toast Spawner, without sword
- Player interacts with Zombie Toast Spawner, with sword● Player interacts with Exit

Battle system:

- Start combat
- Combat with no modifiers
- Player death
- NPC death
- Combat with 1 modifier (Sword/Bow/Shield/Merc)
- Combat with multiple modifiers
- Early combat resolution (Potion)

Logic Switch

- Can not go in closed switch door
- Can go in switch door with key
- Can go in switch door with SunStone
- Can go in 'or' switch door with active Switch
- Bomb with logic: and
- Switch door with logic: and
- Switch door with logic: xor
- Switch door with logic: co_and
- Light bulb change type when lit up
- Switch active after drop bomb
- Open a switch door via active light bulb

Assassin

- Basic movement four dirct
- DiagonalMovement_UpperLeft
- DiagonalMovement_UpperRight
- BlocksByWall
- BlocksByDoor
- Bribe_notInRadius
- Bribe_notEnoughTreasure
- Bribe_withinRadius1
- Bribe_withinRadius2_diagonally
- Bribe_withinRadius2_cardinally
- Bribe_allyMovement
- Flee_UP/dowm/left/right
- MoveAround_1Wall_UP/dowm/left/right

- MoveAroundAdvanced_shorterPath
- MoveAroundAdvanced_oneOpening
- MoveAroundAdvanced_enclosedWall
- ActivelyUsePortal
- ActivelyUsePortal_destinationBlocked
- ActivelyUsePortal_smart
- Swamp_avoidSwampTile
- Swamp_useSwampTileSmart
- Bribe_alwaysFail
- Track_withinRadius

Boulder

- BoulderMoveEast
- BoulderMoveAll

- BoulderBlockedByWall
- BoulderTwoAdjacentNotMoved

- BoulderOverlapsFloorSwitch
- BoulderOverlapsCollectable
- BoulderOverlapsPortal
- BoulderOverlapsMercenary

Door

- DoorGetsUnlockedBasic
- DoorBlocksPlayer
- DoorBlocksPlayerWithWrongKey
- DoorBlocksMerc

Hydra

- HydraMoves
- WallBlocksHydra
- LockedDoorBlocksHydra
- OverlapsWithPortal
- BoulderRemains
- CollectablesRemains
- HydraFlee_LEFT

Mercenary

- BasicMovement
- DiagonalMovement
- BlocksByWall
- BlocksByDoor
- MercBribe_notInRadius

- MercBribe_notEnoughTreasure
- MercBribe_withinRadius1
- MercBribe_withinRadius2_diagonally
- MercBribe_allyMovement
- MercFlee
- MercMoveAround_1Wall
- MercMoveAroundAdvanced_shorterPath
- MercMoveAroundAdvanced_oneOpening
- MercMoveAroundAdvanced_enclosedWall
- ActivelyUsePortal
- ActivelyUsePortal_destinationBlocked
- ActivelyUsePortal_smart
- Swamp_avoidSwampTile

Mind control

- MindControll_noSceptre
- MindControl_controllsMerc
- MindControl_controll
- MindControl_hostileAfterExpiery_Merc
- MindControl_hostileAfterExpiery_Assassin

Portal

- PortalTeleportsPlayerBasic
- PortalTeleportsPlayerEastThenSouth
- PortalNotTeleportsPlayerCauseWall
- PortalTeleportsPlayerOntoBoulder
- PortalMultipleInstantTeleportaion
- PortalTeleportsMerc

Spawnings

- SpiderSpawn_everyTick
- SpiderSpawn_every2Ticks
- SpiderSpawn_every7Ticks
- SpiderSpawn_doesNotSpawn
- ZombieToasSpawnerSpawns_spawnsEachTick
- ZombieToasSpawnerSpawns_spawnsEvery2Ticks
- ZombieToasSpawnerSpawns_spawnsEvery7Ticks
- ZombieToastDoesNotSpawn
- ZombieToastDoesNotSpawn_spawnerBlockedByWalls
- ZombieToastDoesNotSpawn_spawnerBlockedByDoors
- ZombieToastSpawnsInOneDirection

Spider

- basicMovement

- MovesThroughAllExcptBoulder
- ReverseOnBoulder
- ReverseOnBoulder_another
- IgnoreBoulderOnFirstStep
- SpawnOnBoulderNoEffect
- StuckBetween

SwampTile

- ZombieTrapped
- HydraTrapped
- SpiderTrapped
- MercTrapped
- AssassinTrapped

Tracker

- ParsingWorks_Simple
- Treasure_Simple
- Enemy_Simple
- Boulder_Simple
- Boulder_Unfufilled
- Exit_Simple
- Enemies_SimpleSpawner
- Composite_treasureOr
- Composite_4Disjoints
- Composite_mixedSimple
- Composite_mixed_exitLast

ZombieMovement

- ZombieMoves
- WallBlocksZombies
- LockedDoorBlocksZombies
- OverlapsWithPortal
- BoulderRemains
- CollectablesRemains
- ZombieFlee_LEFT

ZombieToastSpawnerDestruction

- OverlapsWithPlayer
- Exception_noSuchEntity
- Exception_playerNotInRnage
- Exception_playerNoWeapon
- Destruction