Assumptions

Mercenary:
- If Mercenary is in Ally state it cannot be in the same grid as a player so Mercenary will act like a wall if player is attempting to go into the same position as Mercenary.
- Mercenary cannot enter grids with a portal, walls, closed doors, boulders

Zombie:
- Zombies cannot enter Portal, walls, closed doors, boulders

Player:
- If a player bribes multiple mercenaries they will all be on previous grid of the player
- Bribing can be done in invisible state of player

Spider:
- The spawning of spider is in a random location around a 7 x 7 grid with player in the centre position