Assumptions

- Player cannot push a boulder if there is another entity behind the boulder
- Player uses multiple weapons in each round of the battle
- Ally's bonuses cumulate on player
- Spiders are spawned randomly in the map with no restrictions
- Spiders spawns a 7x7 box around the player
- All enemies can be on the same tile in one tick, they do not interact with each other
- No exceptions are raised if an input string does not exist for getting json inputs. Instead, it will return null.
- Treasure goals can be unachieved
- If exit condition is not met for goals, the goal box is considered to be an empty box
- If an exit is destroyed by a bomb, the exit is destroyed and the exit will never be met
- Boulders can be moved onto collectable items.
- If multiple collectable items are on the same box, player collects all in one go
- Only players can teleport using portals
- All enemies and bribe mercenaries cannot teleport with portals. They can move on top of portals without any effects (i.e. portals treated as an empty tile)
- Bomb can destroy other bombs
- Assume one player entity in the map
- Player can achieve a goal and die in the same tick
- The fields in config files are double
- If there are multiple bombs around the same active switch, the order of explosion depends on the order they are being stored in the item list – they all explode at the same tick
- When a bomb is placed, it becomes an obstacle (i.e. it cannot be pushed)
- Zombies and mercenaries cannot push boulders
- If provided are always correct
- If player consume potion the same tick when enemy becomes at the same position as player, potion takes into effect first.
- Player cannot be blocked by spawners
- All portals must be in pairs
- All doors as one and only one corresponding key
- The returned goal string is in the form of (:<goal> <AND>/<OR> :<goal)

- Entities cannot be created on top of other entities
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