Assumptions

- At the start of the game, all doors are in the close state.
- At the start of the game, there is nothing in player's inventory, thus nothing can be built at the start.
- Every action will happen at the first tick of the game, any actions that should happen at the start of the game(e.g enemy and play are in the same cell at the start of the game), we just ignore them.
- At the start of the game, assume floor switches are of switched off(nothing on them).
- If push a boulder into a portal, boulder doesn't teleport.
- When teleport to another side of the portal, always check up cell then down then lef then right for space.
- Mob move after the the player taken the potion, not before
- The spawning of any spawner will happen after players and moving entities move and done the battle.
- Potion effect are in a queue so only one potion would work at a time
- Even if the player is trap itself with wall, the mercenary would still approach it until it couldnt get any closer
- Grandfather paradon apply on time tavel, in other word, you cannot interrupt the past as there would be some sort of external force stop you from changing the past. Therefore, player should not interupt the older self or else it would crash. I am calling this the realistic classical and quantum physics engine. It is a feature, not a bug!