

	Need to be shown/ done when starting the game	All available heroes should be displayed for the player.
		Each hero should have their details (all distinct attributes and type) available to be seen in some manner.
		The player should be able to select their starting hero
	Need to be shown during the game:-	All remaining heroes (Starting hero and any acquired through curing) should be displayed along with their details (indicated below).
		The full board should be drawn with it's content and correctly updated based on the gameplay, with the following beared in mind:-
		- There should be a clear distinction between cells that are empty, that contain heroes, that contain Zombies, that contain vaccines, and that contain supplies.
		- Cells that contain traps, should be shown as empty cells.
	Need to be shown for the hero selected to take an action:-	- Cells that are not visible should not have their contents shown (if any).
		A way to select a hero to take actions with and play the game.
		Their name.
	Need to be available for the hero selected to take an action:-	Their type.
		Their currentHp, attackDmg, and actions points.
		The amount of Supplies they are carrying (if any).
		The amount of Vaccines they are carrying (if any).
	Need to be available for the player:-	
		A way through which they can choose to move, as well as pick the direction of movement. (Buttons or keyboard actions)
		A way through which they can choose to attack, as well as pick their target. (Buttons or keyboard actions)
		A way through which they can use their special, and pick their target if needed. (Buttons or keyboard actions)
	Need to be shown for each remaining hero:-	A way through which they can cure zombies, as well as pick their target. (Buttons or keyboard actions)
	Need to be shown for any invalid action:-	If a hero enters a trap cell during movement, the player should be informed.
		A way through which they can choose to end the turn. (Buttons or keyboard actions)
	Need to be shown for each remaining hero:-	Their name
		Their currentHp, atttackDmg,, max actions per turn
		Their type; Explorer, Fighter, Medic
	Need to be shown for any invalid action:-	
		Be indicated to the player, as well as indicate to the player why the exception occurred. (Ex: Popup messages)
		The game should not be stopped/ terminated for any exception thrown.
	Need to be shown for any invalid action:-	Closing the popup should NOT terminate the game.

	Need to be shown whenever the player loses:-	Should be announced that the player has lost, and no more actions can be taken except closing the game.	
	Need to be shown whenever the player wins:-	Should be announced that the player has won, and no more actions can be taken except closing the game.	
	Any specific one of the following can be done and submitted for a bonus:-	Fantastic GUI	
		AI as Player	
		Network (2 player mode):-	
		- 2 Players on two different machine will compete to see who will cure more zombies	
		- They share the same map and layout	
		- This will require some changes in the game logic, mainly having 2 arraylists of heroes (1 for each player), and changing the cure logic to add the new hero to the arraylist of the corresponding player that cured the zombie	
		- Players will not be allowed to attack each other to avoid complicated logic	
		- They can cure each other's heroes if they wish.	
		- Explorer will only reveal the map for the player who used the special, in this case, it will have to be handled in the view side, rather than the game itself.	