Basic Setup

Set up git

UML

CRC

Create gameloop

Define MVC framework

Create player

Create zombie

Create bullet

Add input ability

Create keyboard events for movement

Add mouse control for direction of gun

Add buttons to screens

Add obstacles/collisions

Add collision testing

Create obstacles

Define responses to collisions

Draw Hitbox for testing

Add Upgrades/ scoring

Start/end round functionality

Create upgrade view

Add player money

Upgrade weapons/health

Add images and sound

getImage

Make arrays of images

Attach images to model

Add sounds to weapons

Add background music

Make screens look good

Add start background

Generate random background for game

Make instruction image

Add health bar

Add current Weapon

Add more enemies

Super Zombie Class

Fireball class

Super Zombie animations

Add more weapons

Add melee

Add lightsaber animation

Add grenade

Make grenade animation