Walk towards house

* Will pathfind directly towards it
* If tree in the way, will stay behind it until almost reached
  + Then will walk left/right to go around it until they can pathfind directly to the house
  + Makes players have to pay attention to blindspots
* Will pathfind around other zombies so half their body is always visible in open field
* Ground based traps can cause zombies to crawl by blowing off their legs

Window view

* Only one zombie can attack the boards at a time
* Others crowd behind and form a horde
* Stumble/stun/crawl based on shot location