Shoot

* Accuracy circle
* Bullet lands within it
* Circle closes over time

reload

Add/remove boards

* Hold a button
* Causes boards to break in half and despawn

Zombies

* Break through boards if any are there
* Crawl through window
  + Fall below screen
* Stand up, begin attacking player (like in an arcade rails shooter)
  + Until they die or until the player leaves window view

Take damage from indoor zombies

* Red flash on side of screen where you’re getting attacked from