List of changes from formative submission:

* Added sprites of zombies and the player and animations for the zombies
* Added death animation.
* Added code that rotates the zombies to face towards where it’s going.
* Added various zombie classes that inherit from a main zombie superclass, vary in size, damage to door/player, speed and health.
* Added health bar to damaged zombies
* Added code to SpawnManger class so it is used to spawn the zombies.
* Added levels that effect the zombies spawned
* Added a timer
* Added a splash screen at the start and changed the game over screen
* Added points to killing zombies, different points for different types of zombies.
* Added code to stop player from shooting backwards