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IGME 202.03-05

Human vs Zombies

List of user functionaily:

Click the "d" key to toggle debug.

Click the mouse to spawn an entity.

Click the "f" key to toggle entity spawned.

Reasoning for design choices: Used the direction of the previously used p shapes to determine the direction that I would have to rotate to PImages in photoshop. Used smaller sizes versions of the original pngs because it caused a lot of performance issues.

Above and Beyond- The ability to spawn entities into the environment by mouse click has been implemented and there is also a toggle for it as well.