

Board	Responsible for all of the functions associated with the board. Creates, and chooses one of our custom made boards, along with placing the player and the power ups on their respective locations.
ZombieController	Responsible for controlling the actions of ZombieView, the class in MVC that places all of the Jbuttons, Jlabels, jpanes, etc in their respective places.
Player	Accounts for all functionality that the player will have. Keeps track of all of the important vitals the player should store such as ammo, health, and points
Zombie	Accounts for all functionality that the zombie will have. Tracks the player within 14 units of radius. Will deal damage to the Player if the Player is in the adjacent space
Shop Controller	The way for the Player/user to use or “cash in” their points in between rounds. Here they can refill their health and armor, buy more ammo, or even upgrade their weapon