Piece Class	Hole
	Wall
	Player
	Piece
	Character
	Zombie
	Bullet
	PowerUo
	AmmoPowerUp
	DamagePowerUp
Shop	ShopView
	ShopController
ZombieMVC	ZombieModel
	ZombieView
	ZombieController
	Grapics
BoardCreation	Board
	DrawZombie
	DrawBullet
	DrawBoard
	Vitals Display
Gameplay Mechanics	Collision Detection
	Zombie Tracking
	Shooting Mechanic
	Movement
	Rounds
Fine Tuning	Game-play Balancing

User Stories:

-As a user, I can move my player throughout the board

 -I can see my player rotate when it changes directions

 -I can control which direction, and when my player moves

-As a user, I can attack a zombie

 -I can kill zombies by depleting their health

 -I can fire bullets from the direction I am facing

 -I will be chased by zombies that know my location

-As a user, I can buy items from the store in between rounds

-I will gain points from killing zombies

-I will be able to upgrade my armor, to defend against zombies

-I will be able to upgrade my gun, to deal more damage to zombies

-As a user, I can see all of my player's important information

-I can check the round

-I can check how many zombies I've killed

-I can see how much ammo I have

-I can see how much health I have

-I can see how many points I have

-As a user, I can see a neatly designed board and user interface

-Design the board

-Create the buttons, and functionality