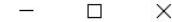
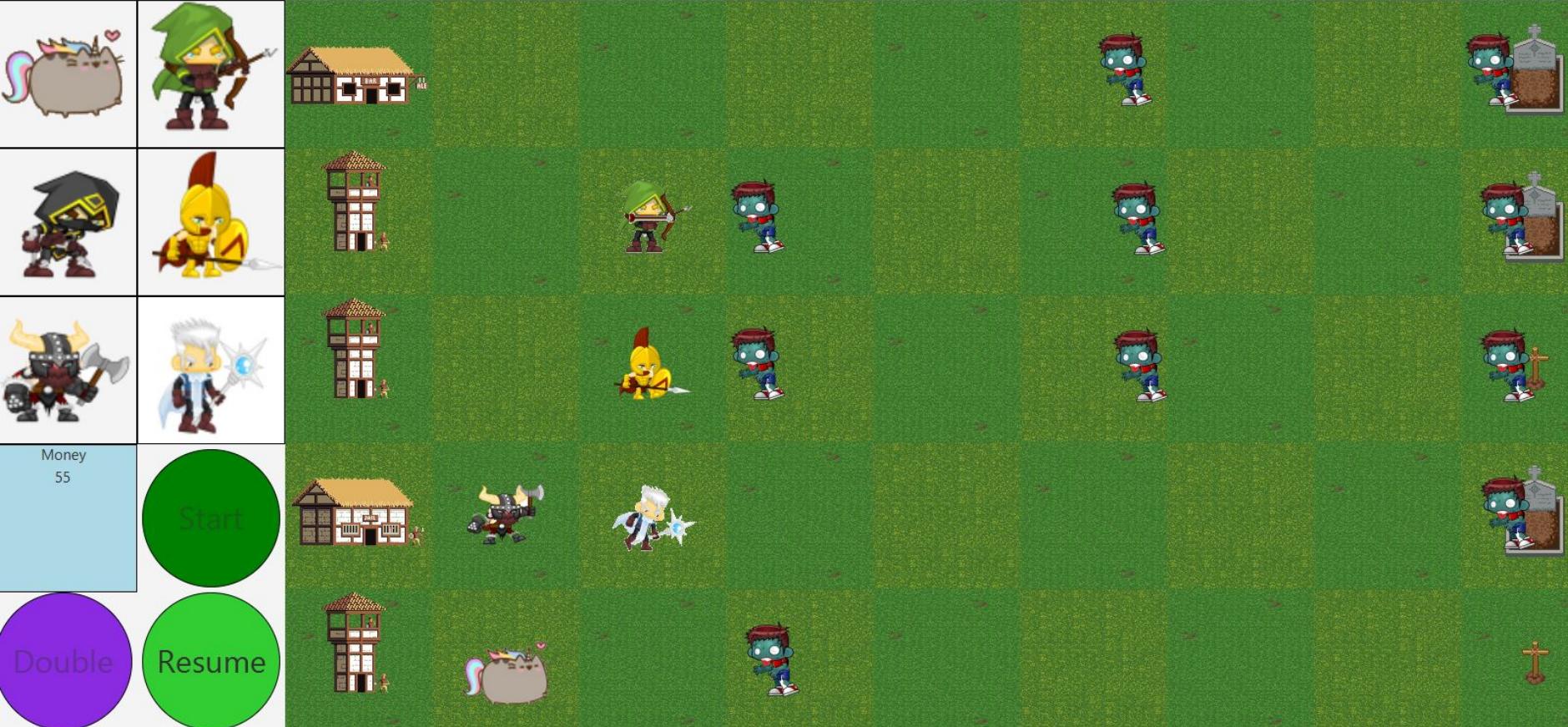


# Knights Vs Zombies

Zombies Defense



Stages



# Setting Up The GUI - What it needs to have

Stage Selection

Tower selection

Money display

Double/Normal speed button

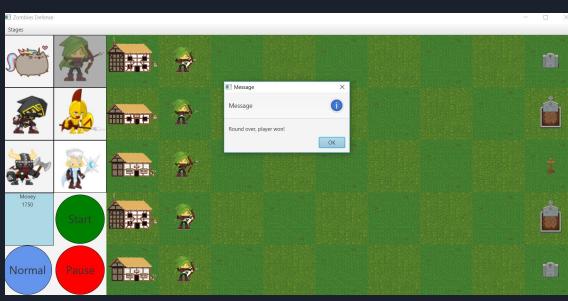


Pause/Resume  
Button

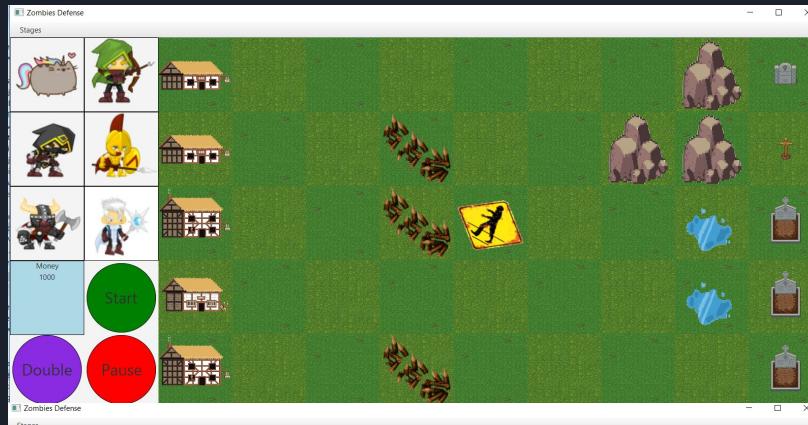
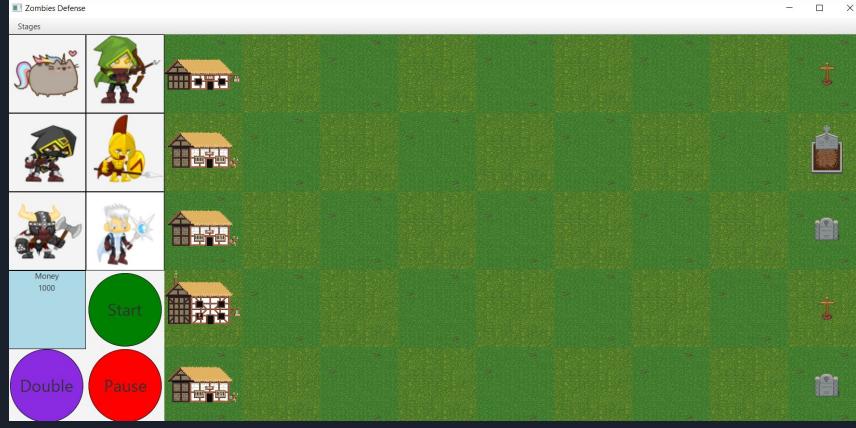
A button to  
start rounds

Red/Blue  
highlight if  
a square is  
Occupied

# Round Progression



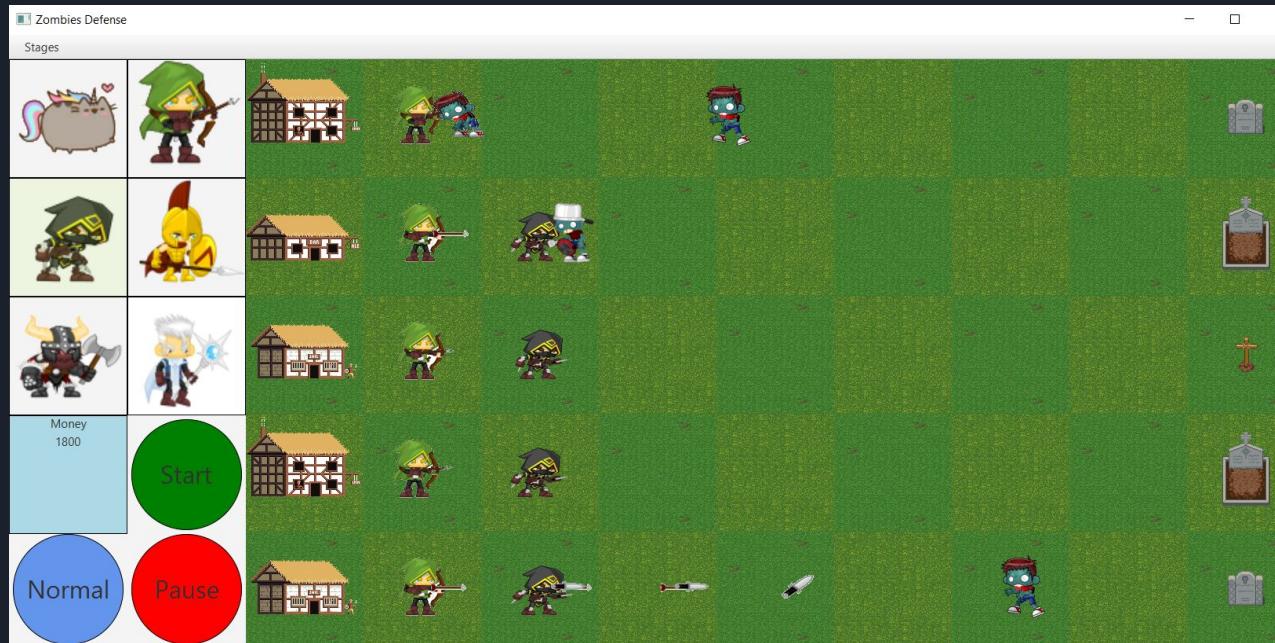
# Stages



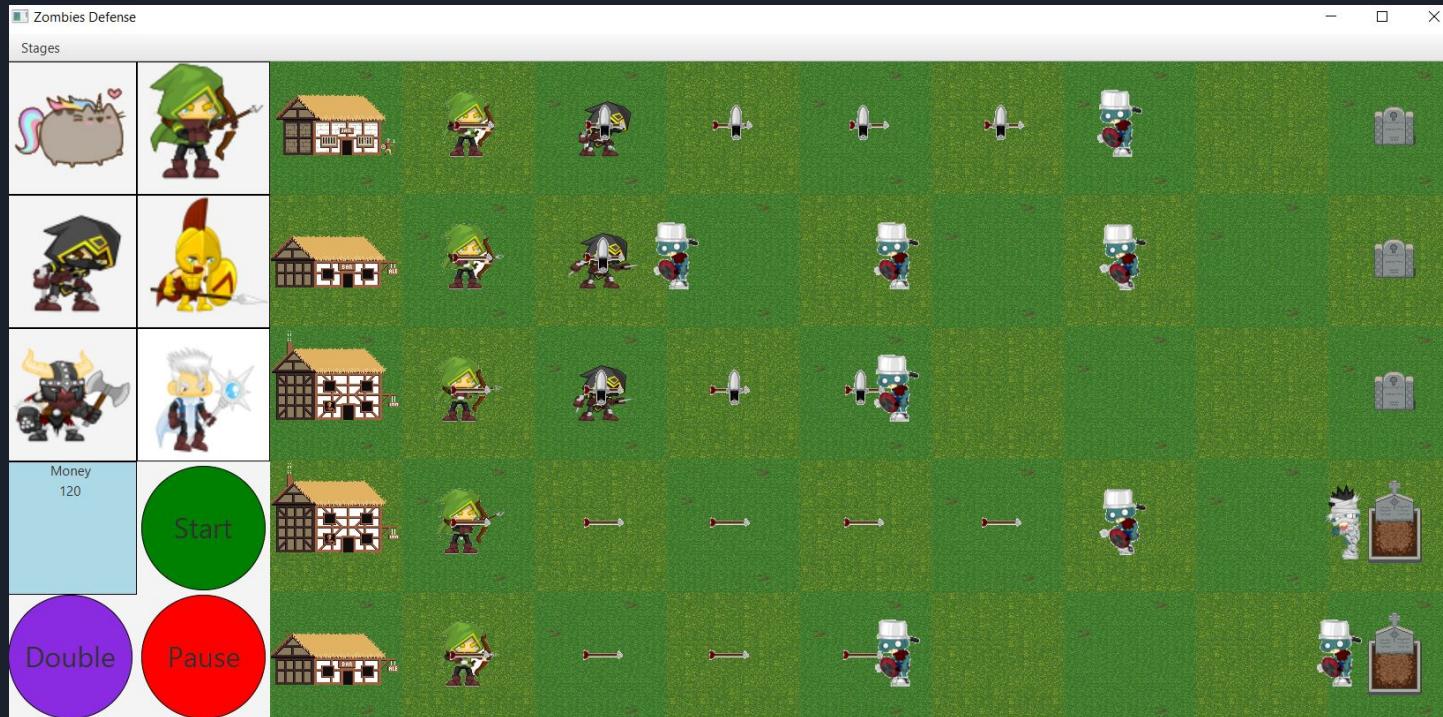
# Towers



# Collision Detection - Towers and Zombies



# Collision Detection - Projectile and Zombie



# Working With sprite sheets



# Enemies

