# To Do

* Design more levels
* Level select screen
* Create new tiles for the levels
* Add in pathfinding for zombies – Look at using easystar.js - <http://easystarjs.com/>
* Add in more weapons – look at different weapons for each map
* Include more music
* Include more ambient sound effects for between rounds
* Add ability to pause game
* Add in a pause menu
* Look at being able to change value levels of music
* Update controls page
* Update main menu page
* Update upgrades pages
* Animations and graphics for different weapons in use
* Look at allowing player to carry 2 weapons at once
* New debris
* Saving player data locally
* Controller support
* Multiplayer
* Improve look of particles
* Add in screen shake when shooting weapon
* Look at adding in dynamic lighting to increase overall atmosphere player, shooting and probably zombies will affect the lighting - <http://www.emanueleferonato.com/2015/12/10/calculating-dynamic-light-and-shadows-in-tile-based-roguelike-games-part-1-bresenhams-line-algorithm/>

# In Progress

# Links

http://mightyfingers.com/tutorials/advanced/pathfinding/ - Pathfinding