Final Additions:  
  
Fixes:  
Sprite animation too large - Hansong  
~~Stairs graphics?? - Sarika~~  
~~Replace bag graphic - Sarika~~Maybe replace wooden box with steel box? - Hansong  
~~First level bigger - Hansong~~  
Add border to text on title screen - Elana  
Add border to text on settings page - Elana  
Lighting on tiles – Michael?  
Collision detection with stairs and zombies  
Make all doorways at least 3 tiles  
Walls on end of zombie level/ Change map  
Glitch in moving through walls  
  
Additions:

~~Active enemy attack on player~~ – M + S

~~Player attack on enemy: M+ S~~  
 - sprite animation for attack

Zombie level needs to be more complex - Hansong  
~~Add key to 1~~~~st~~ ~~level - Sarika~~  
Add locked door to player’s opening cell - Hansong  
~~Turret lever on maze level - Hansong~~  
How to Play screen – Elana/ Sarika

Special Transport Tiles

Last level  
Voice over - S

Music – Steven  
~~Possibly add zombie to one room on first level~~