Changes since the final presentation

* Added flashbang grenade that stuns zombies in radius for 10 seconds.
* Reduced zombie speed and sight distance in all levels
* Reduced zombie count in levels to make easier
* In first zombie level, added new areas to let player catch breath.
* Added additional audio to explain flashbang
* Subbed out crappy audio like the jump
* Added titles on the final video sequence
* Added AI to the zombies to allow their AI to be turned on and off easily for stunning
* Cleaned up some textures and painted others to clean up scenes.
* Added stamina to player following an injection – allows player to not be re-swarmed easily.
* Added a loading screen texture to the screen in between when levels load
* Changes injection effect to the player. After injection, there are no longer green sparks. The player now glows with a halo for the duration of invulnerability.