***Total Square Count: 50***

* **Gameboard**
  + Path
    1. *All Dirt ✔*
    2. *Dirt with Rocks*
    3. *Different Dirt*
  + Road
    1. *Yellow Line ✔*
  + Grass
    1. *Grass ✔*
    2. *Grass with rocks*
  + Bush
    1. *Big Bush*
    2. *Small Bush*
  + Tree
    1. *Big Tree*
    2. *Small Tree*
  + Puddle
    1. *Big Puddle*
    2. *Small Puddle*
  + Buildings
    1. Town Hall
       - *Outside roof ✔*
       - *Inside roof ✔*
       - *Corner Piece ✔*
    2. Other Building
       - *Outside roof ✔*
       - *Inside roof ✔*
       - *Corner Piece ✔*
* **Structures**
  + Hay Block
    1. *Icon*
    2. Top View
       - *New*
       - *Damaged*
  + Burning Car
    1. *Icon*
    2. Top View
       - *Burning*
       - *Damaged/not burning*
  + Pit
    1. *Icon*
       - Top View
         * *Empty*
         * *Full*
* **Good Guys**
  + Redneck
    1. *Icon*
    2. Top View
       - *Legs right*
       - *Legs left*
       - *Action*
  + Sheriff
    1. *Icon*
    2. Top View
       - *Legs right*
       - *Legs left*
       - *Action*
  + Priest
    1. *Icon*
    2. Top View
       - *Legs right*
       - *Legs left*
       - *Action*
* **Bad Guys**
  + Zombie
    1. *Icon*
    2. Top View
       - *Legs right*
       - *Legs left*
       - *Action*
  + Zombie Crow
    1. *Icon*
    2. Top View
       - *Action*
  + Zombie Dog
    1. *Icon*
    2. Top View
       - *Legs right*
       - *Legs left*
       - *Action*