Other Considerations:

1. Shoot the zombie, zombie dies

2. The gun can shoot

3. When the zombies close enough to the player, the player does die.

4. The player can move

5. Zombies can’t spawn far away from the player

Spawning Code Considerations:

1. Can the zombies spawn on the top of the player? (yes, they can. the detail we have to change in the large project)

2. The zombies not supposed to appear in the same point.

3. The zombies don’t appear too many in one time. (due to a bug the zombies appear exponentially)

4. Zombies jump to the floor(when spawn)

5. Zombies appear to the play area