



Implementation

- Used Threads for timer in this project
- Used Polymorphism in various classes.
- Used Controller files and FXML to managing the code.
- Used Scene Builder for this JavaFX project.

Design

- The basic framework is provided using Java FX and its libraries, along with the usage of basic programming techniques like serialization, de-serialization, design patterns, OOPS and effects like transitions, time based appearances of objects.
- The game has a total of 5 levels, where in each level, the player gets to face a new type of zombie with the help of a different types of plants such as Shooter plant for your attack , Nut plant for defence , cherry bomb plant for killing enemies near it and sunflower providing us with sun token to buy more plants. These too increase in number after every level.
- The progress of the user for any given level can also be saved with your Name ,Level and Token.

Individual Contribution of the team members:

- Aditya Singh(2018378)
 - UML Diagram
 - GUI Programing
 - Final Project
- Sanskar Sachdeva(2018411)
 - UML Case Diagram
 - PPT