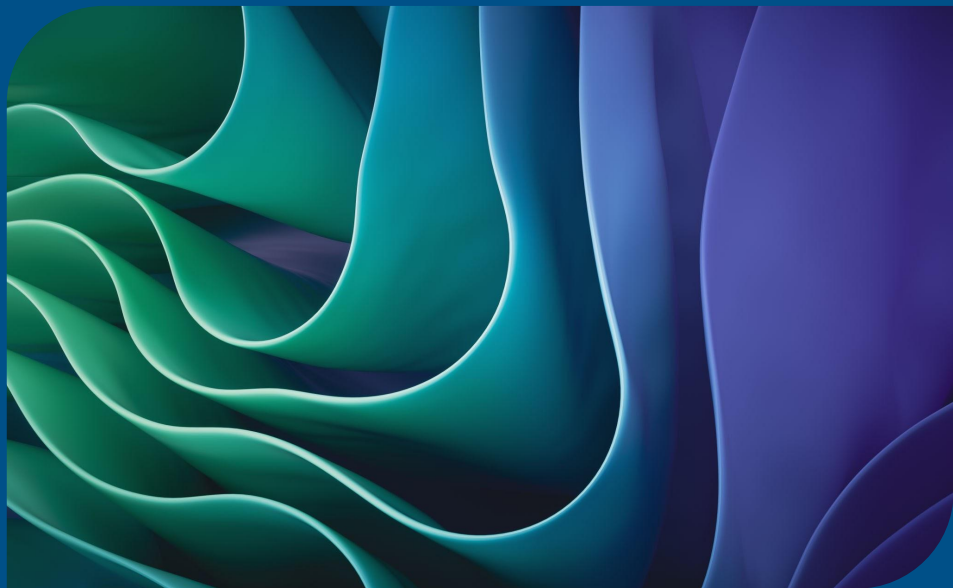


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CIS 1051 Final Project

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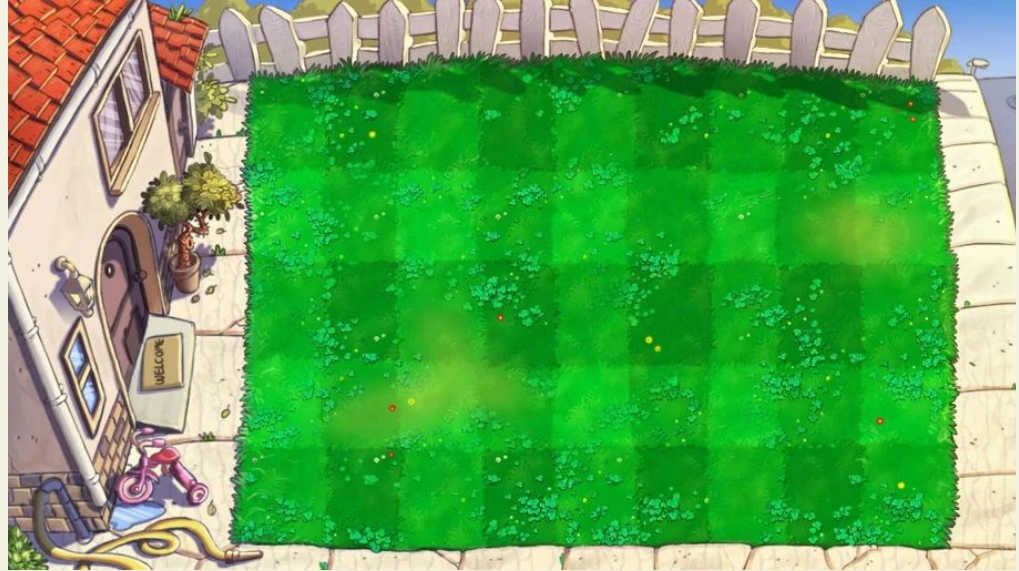
Plants Vs. Zombies

- Canvas Element
- Pea Shooter
- Cherry Bomb
- Challenges
- Sources



Canvassing

- Dynamically adjusted width and height
- Utilized Zombie, Peashooter and Cherry classes to define objects with position, images and behavioural properties.
- Implemented an animate function to clear and redraw the canvas for each frame
- Added click interactivity so the user can place down plants at specified locations



Pea Shooter

- Automatic firing mechanism
- Strategic placement options
- Collision detection with zombies
- Custom sprite animations



Cherry Bomb

- Explosive radius damage
- Tactical placement opportunities
- Time-delayed detonation
- Multiple zombie elimination capability



Challenges

A lot of our challenges came from communication, time management, and learning. With three people on the team it was a little difficult to communicate and work together. Being a team also made it a little hard to figure out times where we could also come together and work on the project. Learning was also a big challenge as we had to learn a new language and build a whole project based on it.



Sources

- <https://www.youtube.com/watch?v=QxYg8-mhhhs>
- <https://www.youtube.com/watch?v=mpvNwYmTMJ4>

