

PLANTS vs. ZOMBIES

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Implementation -

- ❖ Java Implementation of a basic PlantVsZombie game. GUI was implemented using JavaFX and CSS.
- ❖ Different classes stating the things present in the game and have suitable interaction with one another, depicting a total use of OOP concept.
- ❖ Proper user based UML and User case have been implemented to showcase the working and the interaction between the user and the game.
- ❖ Each button provided are for different use. Serializable help in saving the game state upon exiting.

Effort -

Abhinav Suresh -

- ◆ GUI implementation
- ◆ Time handling and implementation of each action happening on a particular game level.
 - ◆ Implementation of Level , lawn, time constrains, interaction classes.
 - ◆ Error handling and implementation of JavaFX.
 - ◆ Handled data saving and loading.

Ankit Mishra -

- ◆ GUI implementation, UML diagram(Coded) and User case diagram.
- ◆ Created the required Graphic interface of zombies, plants and Almanac.
- ◆ Skeleton class codes of Each plant and zombies with proper relationship between them.
 - ◆ Designed and tested the game flow at each level.

BONUS -

- ◆ Almanac which tells us about the plant type and their skills have been implemented in the main menu.
- ◆ Self-created high texture graphics. (Each of the zombie GIF and main menu are self-created combining a number of images)
- ◆ You can choose the level(if you have unlocked) to play.
- ◆ The whole game state could be paused in between the game.
- ◆ Each level has various number of grass tracks.
- ◆ Shovel has been added to pull out unwanted plants.

