

ReadMe

Made by Youssef Saghbini

Zombies have landed onto your planet and want to take over the whole world. The only way to defend yourself is to use your plants! Supplied with alien-like plants like sunflowers and peashooters, you will need to act fast and plant fast. For you and your plants are the only ones who can save this world!

Milestone 3

Contributions

Contributors	Effort
Ryan Boucher	Design Decision Document & Redo/Undo Functionality
Ryan Gaudreault	Sequence Diagram, Added more Plants/Zombies with Unit Testing
Muneeb Nasir	UML Diagram, Unit Testing for View, Controller and Models
Youssef Saghbini	User Manual, ReadMe, Updated View and Refactored Classes

Files

- Main.java - Start up file for the game to run
- View.java - The display of the game
- Controller.java - Manipulation of the game with zombieMoves, hitUpdates, etc.
- Square.java - Square Class stores information of the Pieces and Coordinates
- Coordinate.java - The Coordinate class is used to identify the rows and columns of the game

- Piece.java - Super class for each plant and zombie in the game
 - Plants
 - PEASHOOTER Piece is an offensive plant
 - REPEATER Piece is an offensive plant, stronger than the PEASHOOTER
 - THREEPEATER Piece is an offensive plant, stronger than the REPEATER
 - SUNFLOWER Piece is a non-offensive plant piece that can aide the player by granting money to the play per turn
 - TWINSUNFLOWER Piece is a non-offensive plant and can aide the player by granting money to the play per turn, more money than the SUNFLOWER
 - GIANTSUNFLOWER Piece is a friendly non-offensive entity and can aide the player by granting money to the play per turn, more money than the TWINSUNFLOWER
 - Zombies
 - ZOMBIE Piece is an offensive enemy that can move and will attack plants pieces in its way until it reaches the end of the board, defeating the player
 - The CONEHEADZOMBIE is an offensive enemy, stronger than the ZOMBIE
 - The BUCKETZOMBIE Piece is an offensive enemy, stronger than the CONEHEADZOMBIE
- Testing Package - Contains all JUnit Testing for Model, View and Controller

User Changes

- Added more game pieces
- Changed layout of the gameplay
- Added JMenuBar for Redo/Undo
- Refactored Controller and Model

Know Issues

- Nothing happens when all squares are filled
- If no more sun points then game can not be continued

Future Plans

- Implement Save/Load Functionality

- Apply Real-Time
- Fix bugs
- Add title page to the game
- Update documents