

## Final Project Proposal

[Plants vs Zombies](#)

Our idea is to create a version of Plants vs Zombies that is playable within the terminal and command line. Our plan includes one big, governing superclass that will create and print a 2-D array similar to the PvZ board. This is slightly different from normal gameplay, as that generally includes video displays. This, however, can be seen as a still snapshot of the regular PvZ board, as it will show all characters, items, and weapons at their current form and position by use of different keyboard characters.

Beyond the board, the superclass should also print all relevant information, including player health and amounts of characters. The characters themselves will be controlled using subclasses for each type, and will specify the damage they do, what they look like, and other effects they may have on the board. This will allow for the implementation of some diversity on the board. Gameplay will mostly consist of the player buying and placing new characters onto the board, using command line communication and a Battleship-style system. This should slow down the game to the level that it becomes more of a strategy game than an action game.