University of Utah -- CS1410 Final Project

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Fish vs. Birds

Types of Fish:

Green fish: The basic fish. Costs 5 “Horse Power”. Attack damage of 1, implemented at

the instance of the green fish using plant.java.

Goldfish: Costs 10 “Horse Power”. Attack damage of 3, implemented in the extended

class Goldfish constructor that extends Plant.java.

Dolphin: Costs 25 “Horse Power”. Attack damage of 3, health x 5 of basic green fish,

implemented in the extended class Dolphin constructor that extends Plant.java.

Types of Birds:

Bluebird: The basic bird. Speed of 1, attack damage of 10, implemented in the Zombie

constructor. All other characteristics set at instance of bird using Zombie.java.

Cardinal: A faster bird. Speed of 2, attack damage of 10, implemented in the constructor

Cardinal.java that extends Zombie.Java.

Chicken: A slow bird, but attack damage of 14, implemented in the constructor

Cardinal.java that extends Zombie.Java.

The game gets harder after 10 plants have been placed. After placing ten plants, the new bird (Chicken) with much greater health (making it harder to kill) is allowed to enter the Frame.