- Devlog prompt: What are the core systems of your source game? Why?

Plants vs Zombies is a rather simple tower defense game where you defend your house from zombies by planting plants. The resource system is straightforward, collecting both naturally generated sun and those spawned by your sunflowers to plant your plants. The map layout is a 5 by 9 grid in which you can plant your plants. In terms of enemies, zombies approach sporadically as well as in large waves, and they spawn in a rather set manner although which lane they spawn in seem to be randomized. The win/lose system is also quite simple, you win when you kill all the zombies, and you lose if a zombie reaches your house.

Questions:

Is it better to have a component-based architecture or an inheritance based one for coding the plants and the zombie scripts?

What are some good use-cases for the event system?