[MILESTONE 1] PLANTS VS ZOMBIES DOCUMENTATION

Milestone 1 – Snake Squad

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DESIGN DECISIONS

*Author: Kurt Burton-Rowe*

The design decisions for this milestone involved creating the classes, interfaces and controllers that were necessary to create the framework for the game. The game at this point is a console-based text implementation.

Since the game follows the protect the castle puzzle template, the only decisions that the user must decide are where do they want to plant their plants on the board. We created the Non-Playable Characters class because the game itself, keeps track of each plant’s and zombie’s attack power and health—including how quickly objects traverse the board itself.

The board of the first level for this milestone is a simple 1x10 array since it is the first level of the game and it is intended to get the user used to the controls and the logic of the game. There is only one place where the zombies can attack and there is only one row that the user’s plants must defend.

The most complex of the classes of this milestone are the Collision, Move and Game controllers. The reason why we decided to separate the collision and moving detection logic from one another is because many of the plants themselves are stationary but the objects that shoot are not. Our approach to the entire project was to loosely couple as many classes as possible.

USER MANUAL

### Running the Game

The output directory contains the compiled code. It must first be added to your classpath.

make compile will compile the code and put the class file in ./output.

export CLASSPATH=$(pwd)/output will add the output folder to the java classpath for **linux** and **macos** machines

make run will start the game.

The console that

UML

*Author: Anthony*