

Plants vs Zombies

Kartikeya 2018153

Ishaan 2018041

The design patterns we used in our project:

1. Iterator : Object that transverse collections
2. Singleton : A class that has only single instance
3. Composite : Objects that contains their own type

The oops concept used are :

1. Inheritance
2. Polymorphism
3. Abstract Classes
4. Generic list
5. Serialization and Deserialization
6. Inner classes
7. Multithreading

Individual Efforts:

First deadline:

Kartikeya - UML diagram

Ishaan - Use Case diagram

Second Deadline:

Kartikeya - Login Menu, Sun Drop, Lawn-Mower, Placing of Plants

Ishaan - PeaShooter, Zombie Walking, Title Screen Gui

Third Deadline:

Kartikeya - Lawn-Mower working, Sun dropping from sunflower, extending the gui components of title Screen.

Ishaan - Coordination of Pea Shooter and zombies, Timer Implementation.

Thank You!!