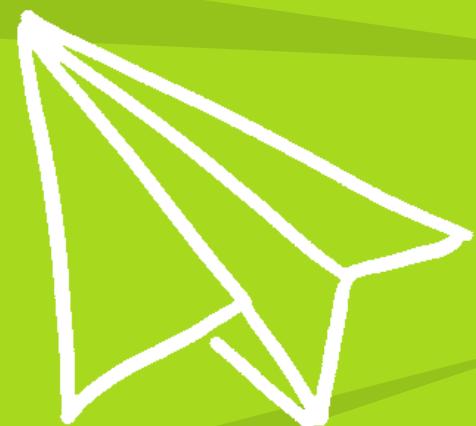


# PLANT vs ZOMBIE

PLAY



# **MEMBER**

- LÊ ĐỨC HUỲ - ITITIU23030
- TRẦN KIM VINH - ITITIU23029
- NGUYỄN THÀNH TÀI - ITITIU23023
- TRẦN QUỐC BẢO - ITITWE20033

## AGENDA

# INTRODUCTION

an overview of the *Plant&Zombie* game  
and the goal of this project.

## AGENDA

# PROPERTIES

class diagram application of *OOP GUI's*  
explanation and extra features.

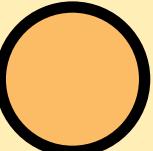
## AGENDA

## Q + A

It's time to ask and discuss about our project!

# INTRODUCTION

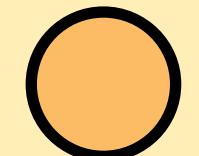
START



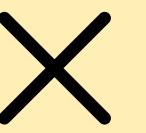
## OBJECTIVES



1. Learn how to program games
2. Apply OOP principles
3. Enhance problem-solving skills
4. Develop teamwork skills



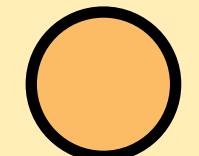
## PLANT V ZOMBIE



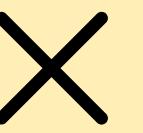
### *Content*

In the game, plants protect their garden from zombie attacks. Throughout difficult stages, players battle progressively more dangerous zombies by using various plants with special powers.





## PLANT V ZOMBIE



### *Rule*

In order to prevent zombie invasions, players must carefully grow plants, gather resources (such as coins and sun energy), and protect their garden through levels. Protecting your home base, eliminating all zombies, and finishing each level successfully are the goals, and players face ever more difficult tasks as the zombie waves change.

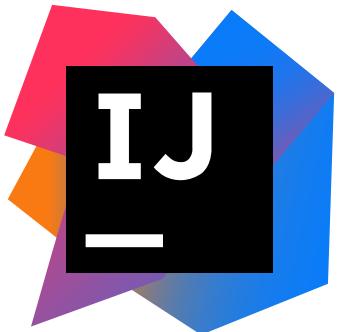




# PLANT V ZOMBIE



The techniques and tools used



**JETBRAINS INTELLIJ**

IDE  
for programming



**GOOGLE DOCS**

Project  
management



**GITHUB**

Code version  
management



**ADOBEPHOTOSHOP**

Graphics design



# PROPERTIES OF GAME CLASS DIAGRAM

START



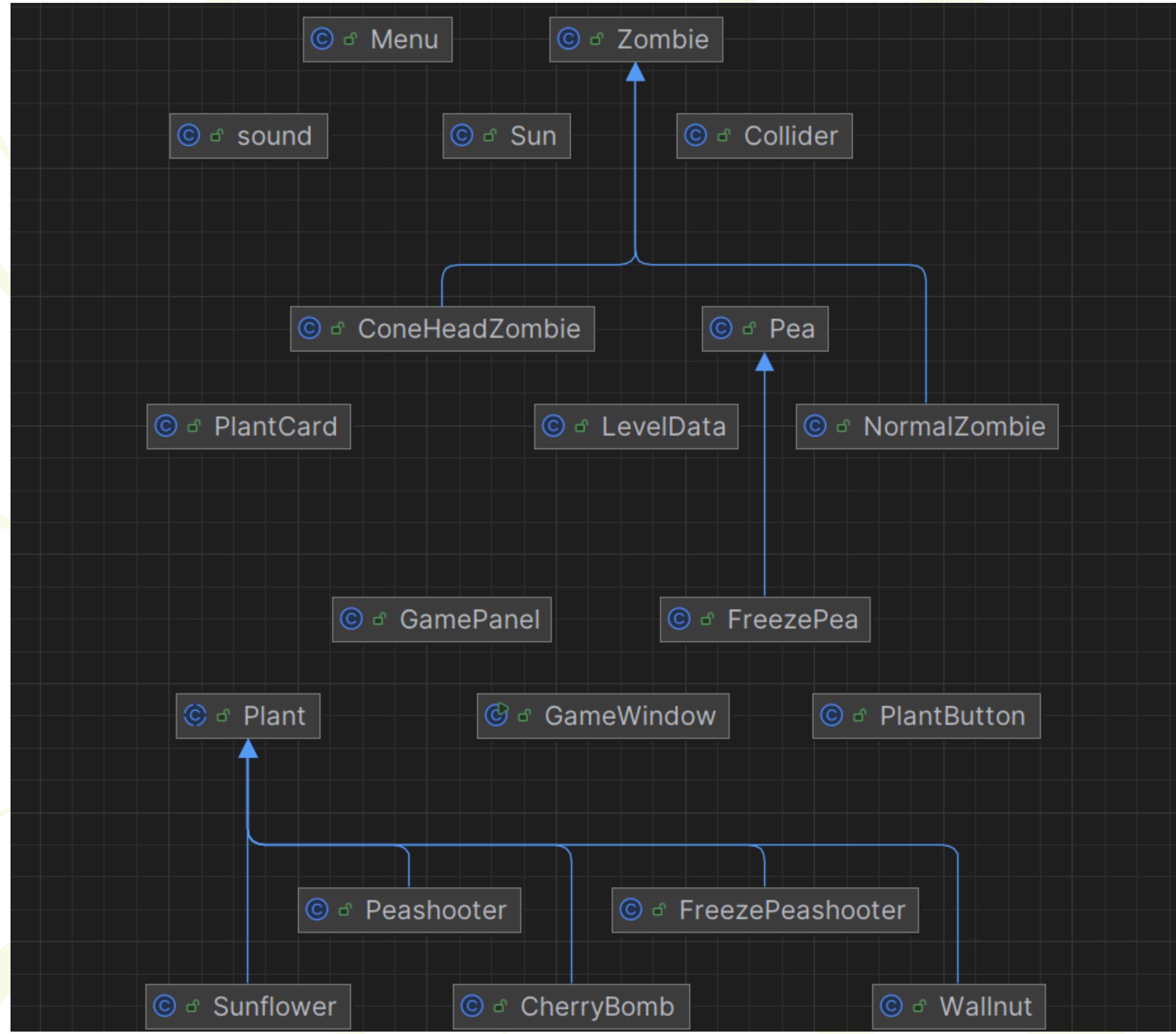
# PLANT V ZOMBIE



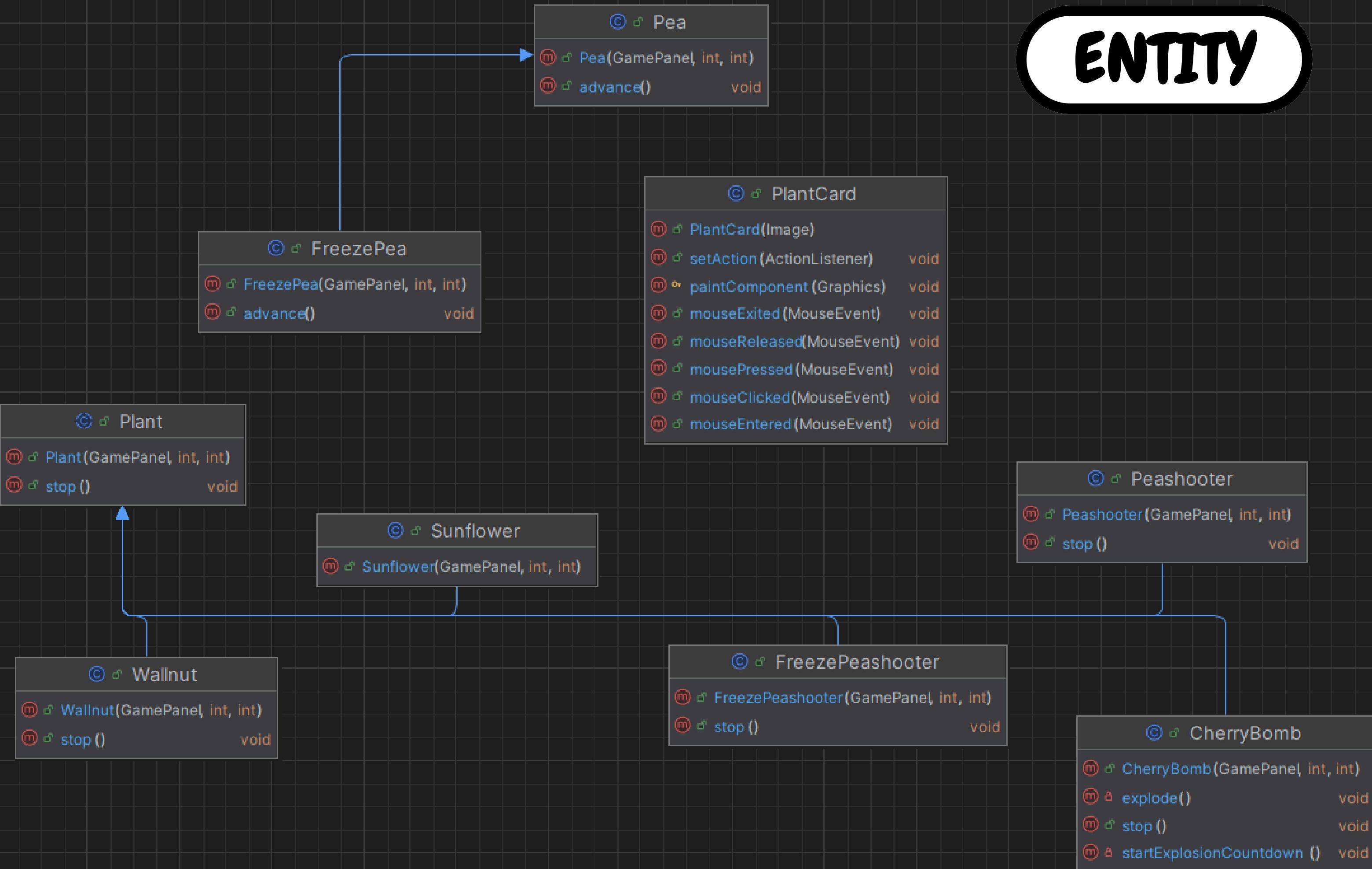
OML



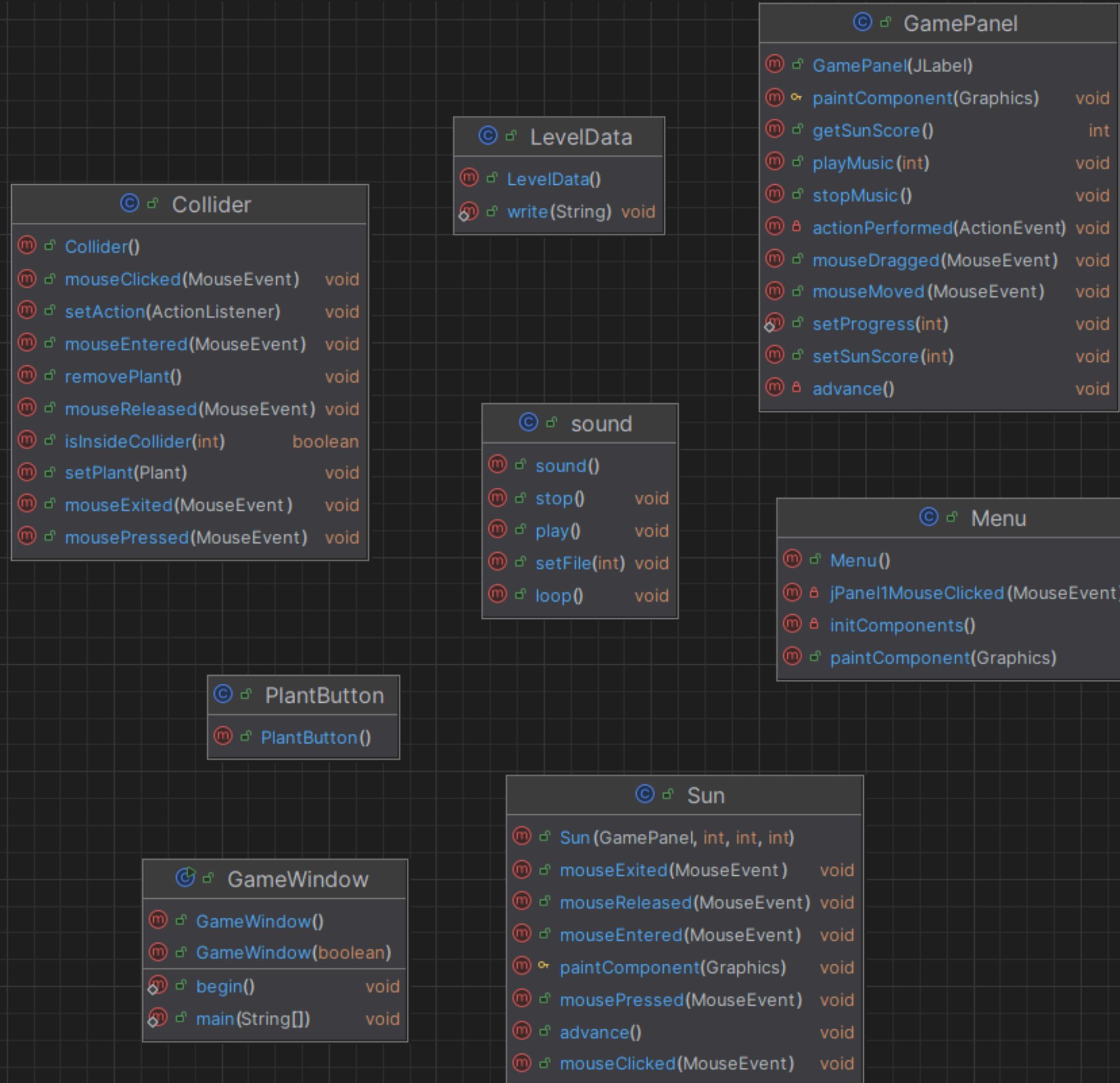
# THE OVERALL



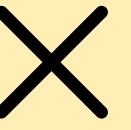
# ENTITY



# GAMEPLAY AND GUI

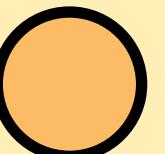


PLANT V ZOMBIE

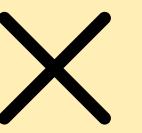


# MAIN CHARACTERS





# PLANT V ZOMBIE



**Zombie**

- Movement
- Interact with the objects



**ConeHeadZombie**





# PLANT V ZOMBIE



**FreezePeashooter**

- Use this to attack incoming zombie



**Peashooter**



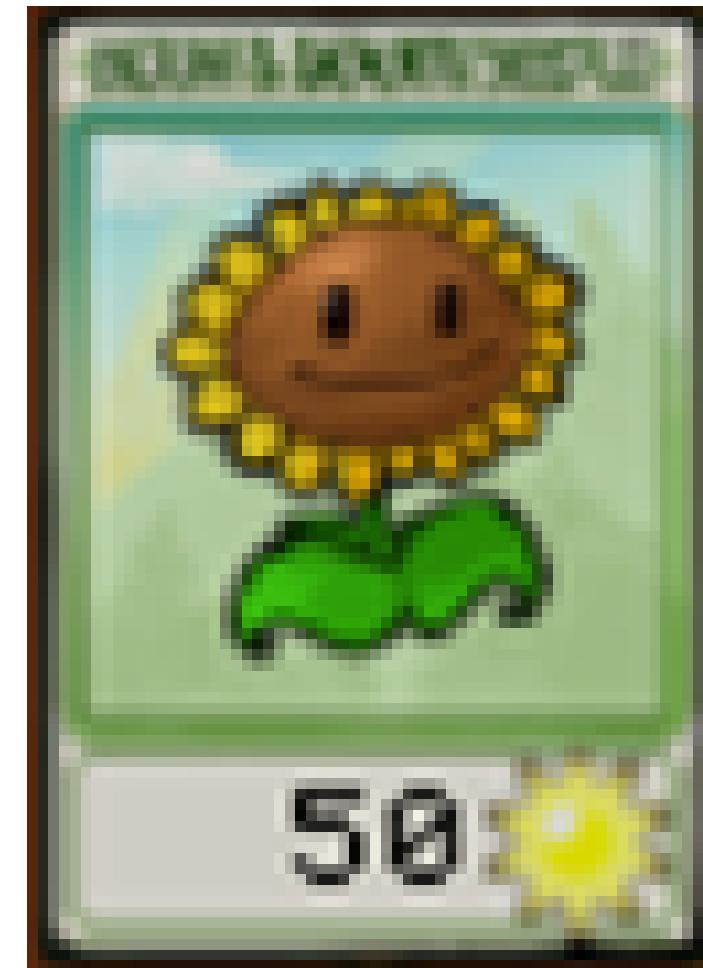


# PLANT V ZOMBIE



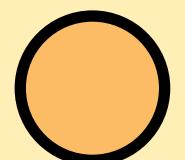
**Cherry bomb**

- **Cherry Bomb:** Explodes and destroys zombies within a 3x3 square area.
- **Sun flower:** Create sunlight to grow more trees

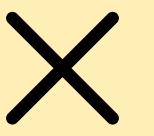


**Sun flower**





# PLANT V ZOMBIE



**Walnut**

- Walnut: Wall to block zombies





**DEMO**

**START**

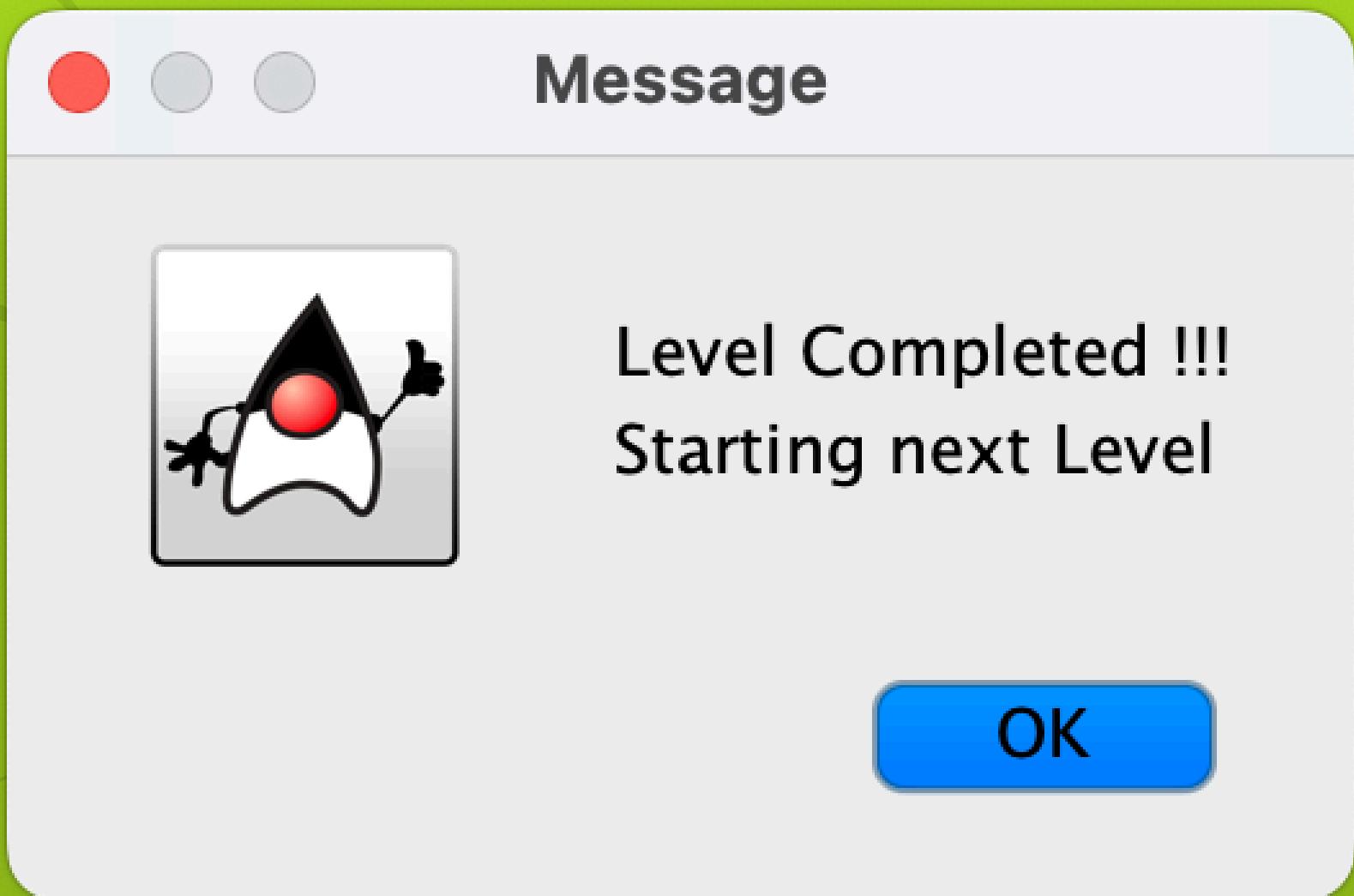
# TITLE SCREEN



# GAME PLAY



**ACHIEVEMENT**



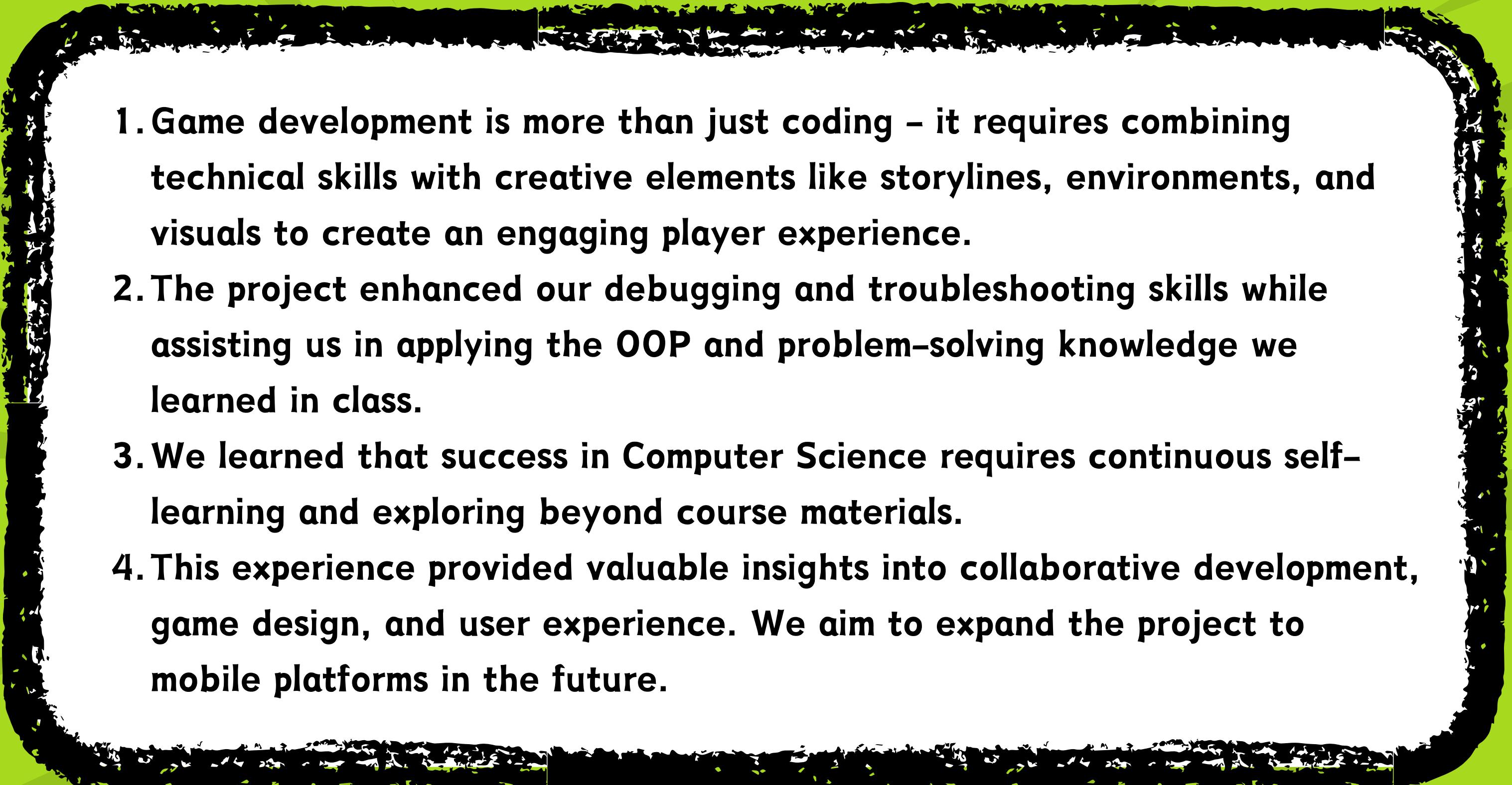
**GAME OVER**

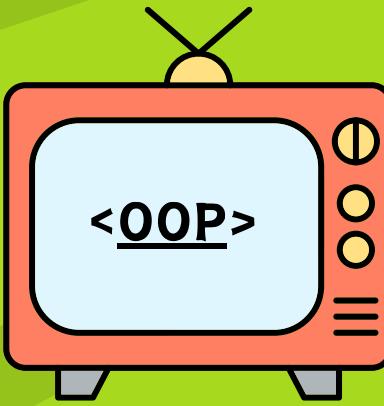




# CONCLUSION

START

- 
- 1. Game development is more than just coding – it requires combining technical skills with creative elements like storylines, environments, and visuals to create an engaging player experience.**
  - 2. The project enhanced our debugging and troubleshooting skills while assisting us in applying the OOP and problem-solving knowledge we learned in class.**
  - 3. We learned that success in Computer Science requires continuous self-learning and exploring beyond course materials.**
  - 4. This experience provided valuable insights into collaborative development, game design, and user experience. We aim to expand the project to mobile platforms in the future.**



**THANKS FOR  
LISTENING**

**UNTIL NEXT TIME**