# Plants vs. Zombies Game

A zombie who wants to eat the brain being born randomly in a map. However, there are also spikeweeds on the border of the map. There are brains distributing in the map randomly. The zombie will lose the point when it walks on the spikeweeds and loses a point when it chooses to eat in a place without the brain. On the contrary, it will get point when it eats the brain successfully. The zombie’s actions include moving up, moving down, moving left, moving right, eating brain and keeping still. It can know the situations of its surroundings. It can choose one action each step. One zombie can only move 200 steps.

In the system, it will show the Max Fitness and Average Fitness in each evolving if you run the main function. From the result of them, we can find the best zombie who can get the highest score after a huge amount of times' evolving.

The basic flow chart is introduced in the PowerPoint document. The results will show in the Excel documents. We also show our conclusions in the report.