Project III
Plant Vs Zombies

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Implementing the Game:

Plant Vs Zombies is a replica of a Playstore game.Throughout the making of Game, implementation has been thoroughly done on OOP concepts and Design patterns. UML Diagram is the building block of our game. Multiplayer access has been provided using Serializable feature. For error free and efficient implementation, Use cases and properly planned UML Diagram had been drawn. We use following design patterns Singleton, Adapter, Flyweight, Strategy, Chain of Responsibility, Mediator, Composite. Bonus features have been added creatively. All the exceptions are handled with proper care. Game can be accessed on Java running platform as well as can be converted to applet to have a living experience of gameplay.

Overview

We (Rajat and Himanshu) divided our tasks. Himanshu handled the main backend while the frontend part is handled by Rajat.More specifically implementation done by Himanshu :

- All classes and relationship based upon UML and Serialization.
- All animations : Movements and raising flags on specific event. I.e. Zombie
- Killing, sun tokens taking, cherry bomb etc. Debugging .

By Rajat :

- Timeline and Timer to serve multiple tasks in the background.
- Use cases and getting resources. Error Handling. Debugging.

Extra Features

- FreePlay for who intrested to play survival games.

- Confirmation box in each level

- Gameplay with Music

- Signup page for registeration

- Smooth Drag and Drop system for plants

- Forgot to userame button in case if you forget your name

THANK YOU