

The background of the image is a vibrant, cartoonish illustration from the game 'Plants vs. Zombies'. It depicts a battle scene in a suburban neighborhood. On the left, a large, green, pea-shooting plant (Peashooter) is in the foreground. Behind it, a cactus-like plant (Cactus) with red spines and a small flower on top is visible. On the right, a zombie wearing a green military helmet with goggles and a backpack is running towards the left. He has a determined, slightly crazed expression. In the background, other zombies and plants are visible, including a small zombie on a spring (Spring Bean) and a zombie holding a basket of fruit. The overall scene is set in a grassy yard with a house and trees in the distance.

PLANTS VS. ZOMBIES

A GAME BY
ABHISHEK & PABITRA

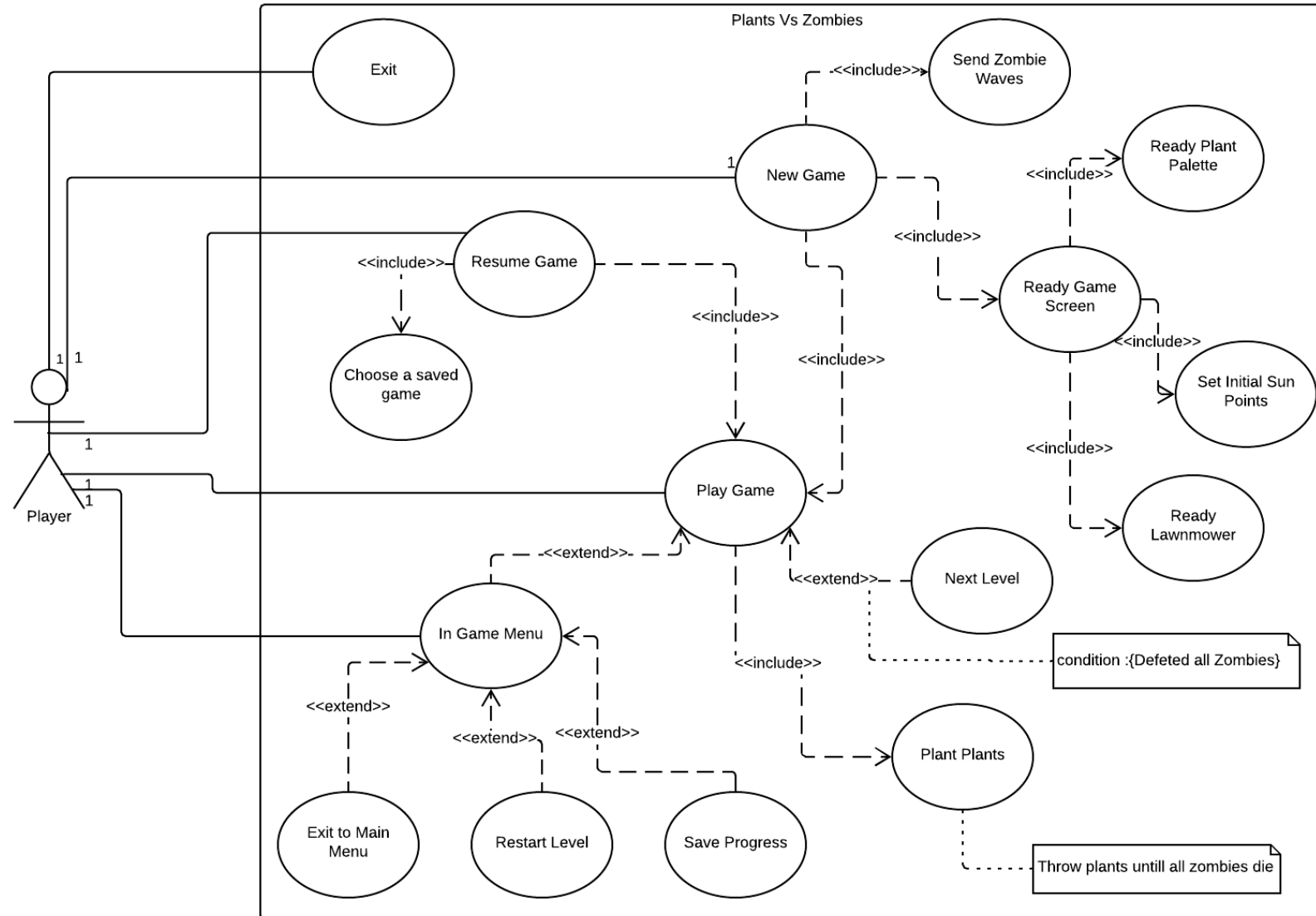
ABHISHEK PRATAP SINGH : 2018211

PABITRA BANSAL : 2018060

Plants Vs Zombies

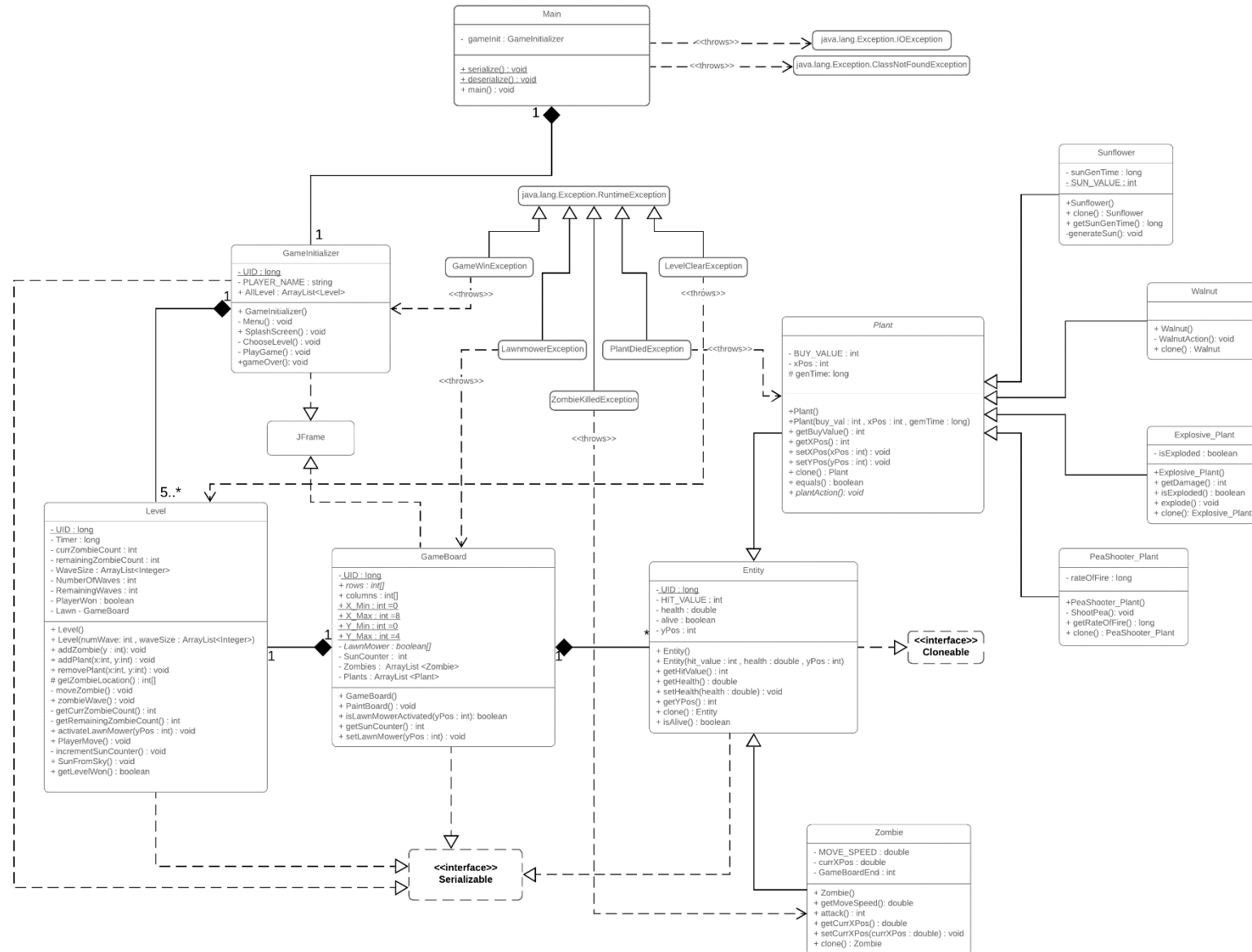
Use Case Diagram

Pabitra Bansal | 2018060
Abhishek Pratap Singh | 2018211



Plant Vs Zombies UML Class Diagram

Pabitra Bansal | 2018060
Abhishek Pratap Singh | 2018211





PLANT VS ZOMBIES

An OOP based GUI, game developed by Abhishek Pratap Singh and Pabitra Bansal for Advanced Programming CSE201 '19.

DIVISION OF LABOR

Abhishek Pratap Singh

- UML Diagram
- GUI Elements Setup
- Drag-n-Drop System
- Dynamic Collision System
- Plant Creation
- Timeline Setup
- Progress bar Setup
- Plant Class Setup

Pabitra Bansal

- Use Case Diagram
- UI Designing
- Exceptions Setup
- Zombie Class Setup
- Lawn Setup
- Attack Mechanism
- Zombie Waves Setup
- Levels Setup

BONUS: MUSIC SYSTEM

FIN.