**Progress Report #1**

Lab Section: X-1L

Group Name: CMSC22 Hotties

**Project: Plants VS Zombies**

**Members:**

1. Gotis, Ciara Mae R.
2. Checa, Queenie

**List of Classes and Interfaces (if any):**

1. Class Player
2. Class Zombie
3. Class FlagZombie extends Zombie
4. Class ConeZombie extends Zombie
5. Class Plants
6. Class PeaShooter extends Plants
7. Class SunFlower extends Plants
8. Class Potato extends Plants
9. Class Field
10. Class Mower

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| **Player** |
| * String name; * boolean isAlive; * ArrayList<Plants> plants; * Field field; * int sunPoints; * int level;; |
| + void setLife();  + void choosePlant(Plants plant);  + void placePlant(Plants plant);  + void removePlant(Plants plant);  + void getSun(int gainSun);  + void seePlants(int level);  + void levelUp();  + int getLevel(); |

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| **Plants** |
| * String name; * int lifePoints; |
| * ~ attackedPlant(int damage); |

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| **Sunflower extends Plants** |
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| * + giveSun(); |

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| **Potato extends Plants** |
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| * + void blockZombie(Zombie zombie); |

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| **Peashooter extends Plants** |
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| * + void shootZombie(Zombie zombie); |

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| **Zombies** |
| * String normalZombie = "Normal Zombie"; * String coneZombie = "Cone Zombie"; * String flagZombie = "Flag Zombie"; * String kindofZombie; * int lifePoints;   - int damagePoints; |
| + void eatPlant(Plants plant){   * plant.attackedPlant(this.damagePoints); * } * public void eatPlayer(Player player){ * player.setLife(); * } * public void damageZombie(int hitpoints){ * this.lifePoints -= hitpoints; * } |

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| **Zombie** |
| - int life;  - int damage; |
| * + void eat(Plant); * + int getLife(); * + int getDamage(); |

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| **Zombie** |
| - int life;  - int damage; |
| * + void eat(Plant); * + int getLife(); * + int getDamage(); |

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| **Zombie** |
| - int life;  - int damage; |
| * + void eat(Plant); * + int getLife(); * + int getDamage(); |