Final project proposal – Yiping Che, Stephen Wang

For our final project, we would like to make the game Plants Vs Zombies, it is a [tower defense](http://en.wikipedia.org/wiki/Tower_defense) action [video game](http://en.wikipedia.org/wiki/Video_game) developed and originally published by [PopCap Games](http://en.wikipedia.org/wiki/PopCap_Games" \o "PopCap Games). The game involves a homeowner using many different types of plants to repel against an army of zombies from “eating their brains”. Players place different types of plants, each with their own unique offensive or defensive abilities, around a house in order to stop the zombie invasion. The playing field is divided into a number of horizontal lanes, and the zombies will only move towards the player’s house along one lane. Most plants can only defend or attack against zombies in the lane they are planted in. Depending on the time frame, we may consider adding daytime and night time into the game where certain types of plants are nocturnal. The zombies also come in a number of types that have different attributes, in particular, speed, damage tolerance, and abilities. At various points the player will face a huge wave of zombies. The player will be noticed before starting the level which zombies will appear in this round.

