Jacob’s notes in case he’s not in school during demo

We know that draw() is the function that repeats. 60 fps.

attack() - When objects collide (dist() < 30) then call takeDamage() on the object in parameter.

Bullet has its own attack with zombies as the parameter. attack(zombies o).
Inside draw, we iterate through every bullet and call attack() on every existing zombie. We do this at 60 fps. This may be why our program lags so much. It’s also why we needed array lists for both these object types.

Zombies has its own attack with plants as the parameter. attack(plants o).

Inside draw, we iterate through every Zombie and call attack() on every existing plant. We do this at 60 fps. This may be why our program lags so much. It’s also why we needed array lists for both these object types.

To remove a plant from the screen, we need to set the _plant instance variable in gridSquare to null and remove it from our array list.

My favorite part of the whole project is the walnut changing states.