

RuffComandos Proposal

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FP: Show Us What You Got

PD 6

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Project: Plants Vs. Zombies

- A remade version of Plants Vs. Zombies java flavored
- We won't have as many plants or zombies but the concept will remain the same

Concepts from class to include

- 2D arrays for our playing field
- MinHeap for spawning our zombies. This way the wave builds up in difficulty.
- Queue/LinkedList for incrementally giving user currency.
- Maybe a stack for undoing things we don't know yet

Flavor

- Still deciding between regular java or processing but leaning towards processing