

# Zombies VS Plants User manual

## Gameplay

### Description

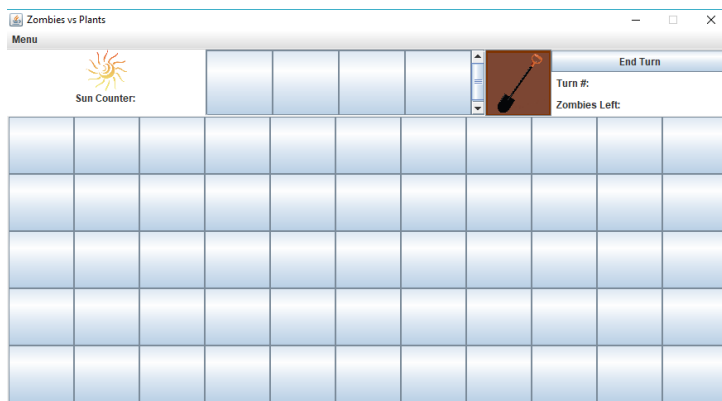
Zombies are attempting to cross your yard to eat your brain. To protect yourself, you'll need to fortify your yard with magical plants. Purchase plants using sun counters. You win once you succeeded in clearing the wave. You lose if the zombies reach the end onto the concrete. Except, if there is a lawn mower, consider it as a second chance to protect yourself.

### Turns

As a turn base game, you'll need to carefully decide how each turn will span out. Click on "End Turn" once you have completed everything you would like during the turn.

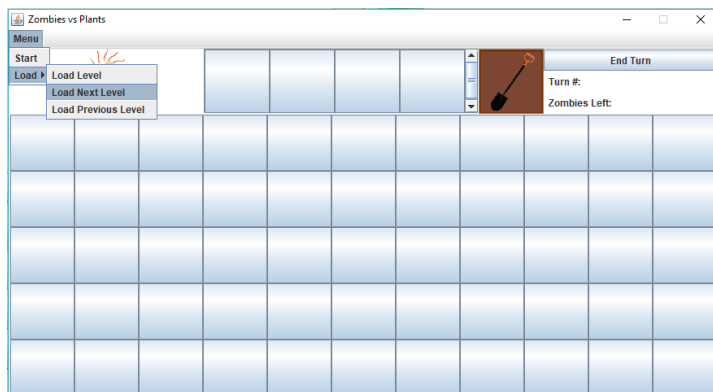
## UI

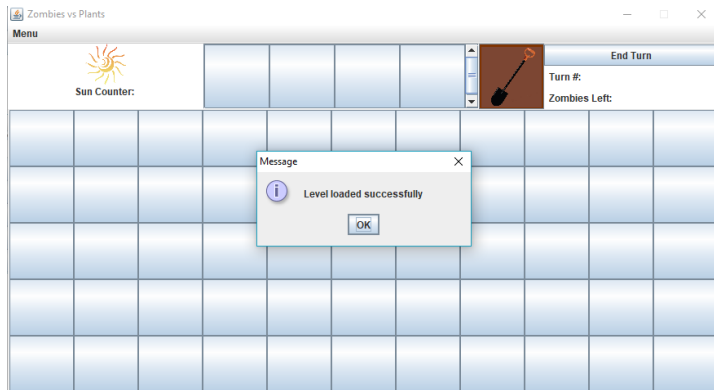
### Initialization



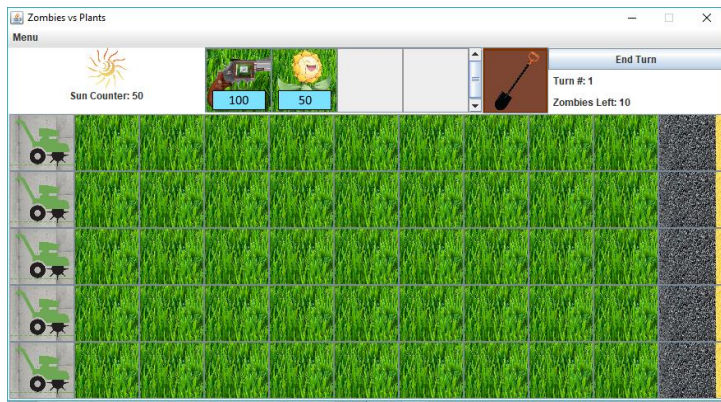
When game is initialize, there is an empty grid.

To start a level, click on "Menu" from the menu bar, and select "Load". Then select "Load Next Level".





To begin a new level, click on “Menu”, then select “Start”



## Tiles

- **Grass**

A grass tile can hold a single plant, or multiple of zombies.



- **Road**

A road tile is where the zombies come from. Plants cannot be planted on the road.



- **Concrete**

A concrete tile is where the lawn mowers reside, and is the zombies' end goal.

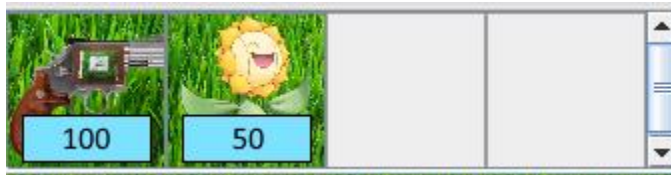


### Sun Counter



Displays the in-game currency, which allows you to purchase plants from the shop. The sun counters are generated each turn by the sun, or in addition to sun generating plants.

### Shop



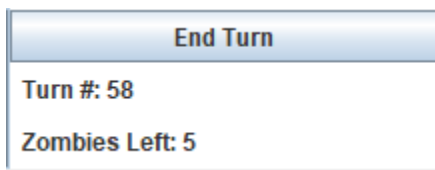
Displays a list of plants that you can purchase. At the bottom of the plants' icon is the amount of sun counters required to purchase the plant.

### Shovel



A button that allows you to select a tile to remove a residing plant.

### Game state



- "End Turn" button allows you to end the current turn, allowing zombies to process their turn, and plants to attack.
- "Turn #" displays the current turn number
- "Zombies Left" shows how many zombies are left till the wave is complete

### Lawn Mower



Displays lawn mower, the second chance device, at the zombie's end goal.

## Units

### Plants



The image that cost 100 is a **Peashooter**. The peashooter is a type of plant that will attack the zombies in the same row as it.

The image that cost 50 is a **Sunflower**. The sunflower is a type of plant that generates more sun counters per turn.

### Zombies



The zombies on display are **Walkers**. These zombies move to a new tile every three turns, and attack any plants that gets in their way.