

Zombies VS Plants User Manual

How to play

Defend yourself against zombies using magical plants.

Commands

- 'help'

Displays a list of in-game commands

```
1. write 'buy plant' to buy plants
2. write 'shovel' to shovel a plant
3. write 'end turn' to end a turn
4. write 'quit' to quite the game
```

- 'buy plant'

Purchase a plant

note*: When purchasing a plant, the plant will go on cooldown, not allowing the player to purchase it until the cooldown has finished.

```
Enter command: buy plant
Enter Type
sunflower
Enter ROW
0
Enter COLUMN
1
```

- 'Enter Type'
Enter the type of plant to purchase. (The available types are displayed under shop)
- 'Enter ROW'
Enter the row that the plant will be planted on. (Rows starts from 0 to 4)
- 'Enter COLUMN'
Enter the column that the plant will be planted on. (Columns starts from 1 to 10)

If there was an invalid input, or insufficient number of sun counters, or the plant purchase is on cooldown, it will result in an error for buying plants.

```
Enter command: buy plant
Enter Type
unflower
Error buying plants..
```

- 'shovel'

Remove a plant

```
Enter command: shovel
Enter ROW
0
Enter COLUMN
1
```

- 'Enter ROW'
Enter the row that the plant will be removed from. (Rows starts from 0 to 4)
- 'Enter COLUMN'
Enter the column that the plant will be removed from. (Columns starts from 1 to 10)

If there was an invalid input (Such as no plant on the specified tile, or the tile doesn't exist) then it will result in an error for shoveling plant

```
Enter command: shovel
Enter ROW
9
Enter COLUMN
9
Error shoveling plant
```

- 'end turn'
To move onto the next turn. Allowing all plants and zombies to perform their actions.
- 'quit'
To exit the game

Win condition

All zombies have been eliminated

Lose condition

A zombie has reached the end of a row that has no lawn mover.

Layout (UI)

```
The current grid is:
L . . . . .
L . . . . .
L . . . . .
L . . . . .
L . . . . .
Turn: 1
Zombies: WALKER
Total number of zombies: 10
Number of zombies pending: 10
Number of zombies left: 10
Sun Counter: 0
Shop:
SunFlower 50
PeaShooter 100

Enter command: |
```

Grid

```
The current grid is:
L . . . . .
L . . . . .
L . . . . .
L . . . . .
L . . . . .
```

The display of the grid is a 5x10 grid.

- '.' represents an empty tile.
- 'L' represents a lawnmower.
- Zombies

```
The current grid is:
L . . . . . 1Z
L . . . . .
L . . . . .
L . . . . .
L . . . . .
Turn: 2
```

Zombies appear on the grid a #Z, where # is the number of zombies on that tile.

- Plants

Level Status

```
Turn: 1
Zombies: WALKER
Total number of zombies: 10
Number of zombies pending: 10
Number of zombies left: 10
```

- 'Turn' represents how many turns have past during the level.
- 'Zombies' represent the type of zombies that will appear in this level.
- 'Number of zombies pending' represents the number of zombies that have yet to appear on the grid.
- 'Number of zombies left' represents the number of zombies left before the level ends in the user's victory.

Shop

```
Sun Counter: 0
Shop:
SunFlower 50
PeaShooter 100
```

- 'Sun Counter' represents the amount of in-game currency you have in the level.
- 'shop:' display the two types of plants the user can purchase from the shop, with their in-game cost to the right.

User input

```
Enter command:
```

- 'Enter command' represents a section for the user to input commands.