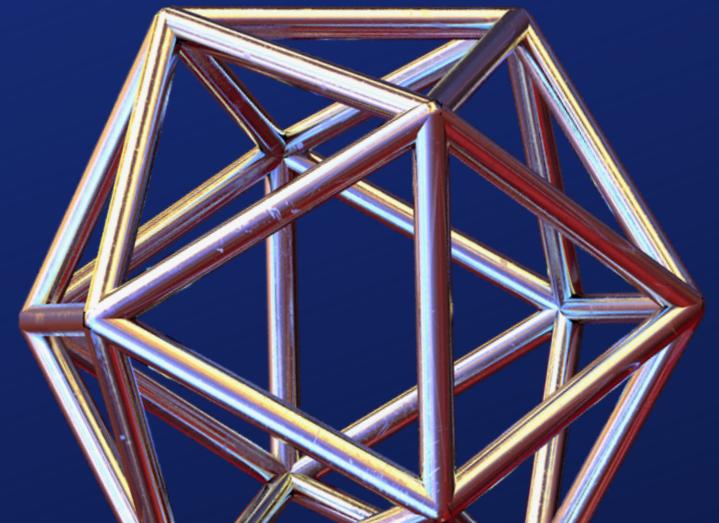
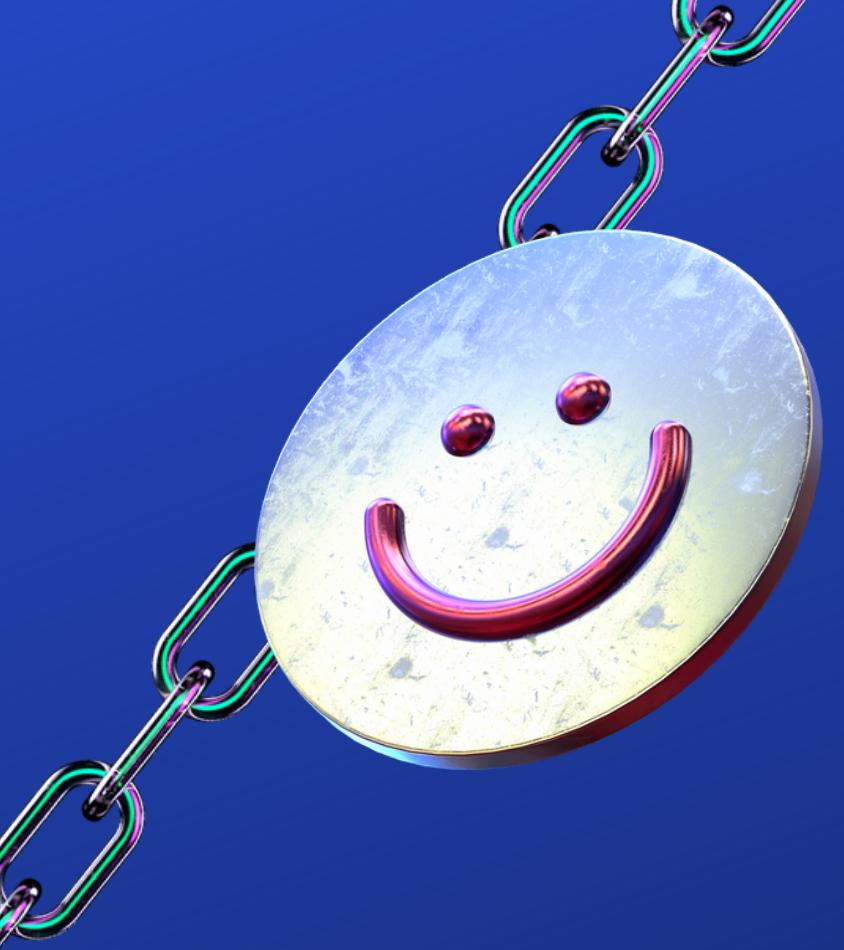


# PLANT ZOMBIES

GROUP 9





# TOPICS

- 1 Project Analyze
- 2 Game Overview
- 3 Class Diagram
- 4 Game Design



# OBJECTIVE



1

EXPERTISE IN  
DESIGN PATTERN  
AND SOLID  
PRINCIPLE

2

USING OOP  
CONCEPT TO  
BUILDING 2D GAME

3

KNOWLEDGE IN  
VERSION CONTROL  
WITH GIT

4

TEAMWORK SKILL  
WITH A PROGRAM  
PROJECT

# TASK ALLOCATION

- 1 Bui Ngoc Quang Huy \_ Game Control Dev,Tester
- 2 To Duy Thinh \_ Plant Feature Dev
- 3 Le Trong Hieu \_ Zombie Feature Dev
- 4 Nguyen Truong Minh Quang \_ GUI & Audio Dev

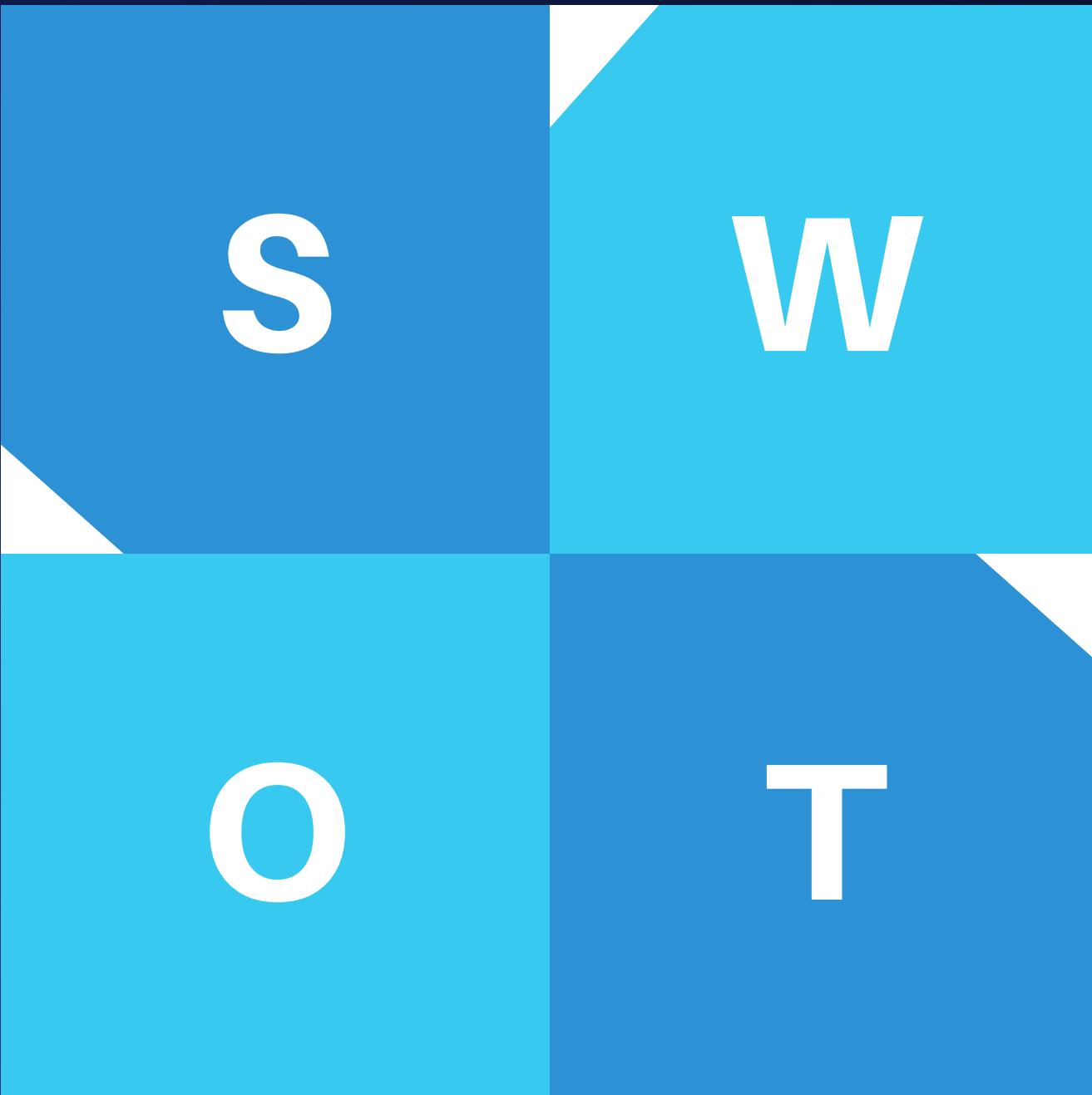
# PROJECT ANALYZE

## STRENGTHS

- Object-Oriented Suitability
- Mature Game Libraries:

## OPPORTUNITIES

- Leveraging Open-Source Libraries
- Cross-Platform Development



## WEAKNESSES

- Repetitive Gameplay
- Limited Depth.

## THREATS

- Finding Artists and Sound Designers
- Competition from Native Development

# GAME OVERVIEW

- 1 New Feature
- 2 New Plants
- 3 New game sound
- 4 State Change (Waiting,Playing,Win,Lose)

# BACK GROUND

Game Yard



Game Win



# PLANT



SunFlower



PeaShooter



Chomper



Walnut

# ZOMBIE



Normal



ConeHead

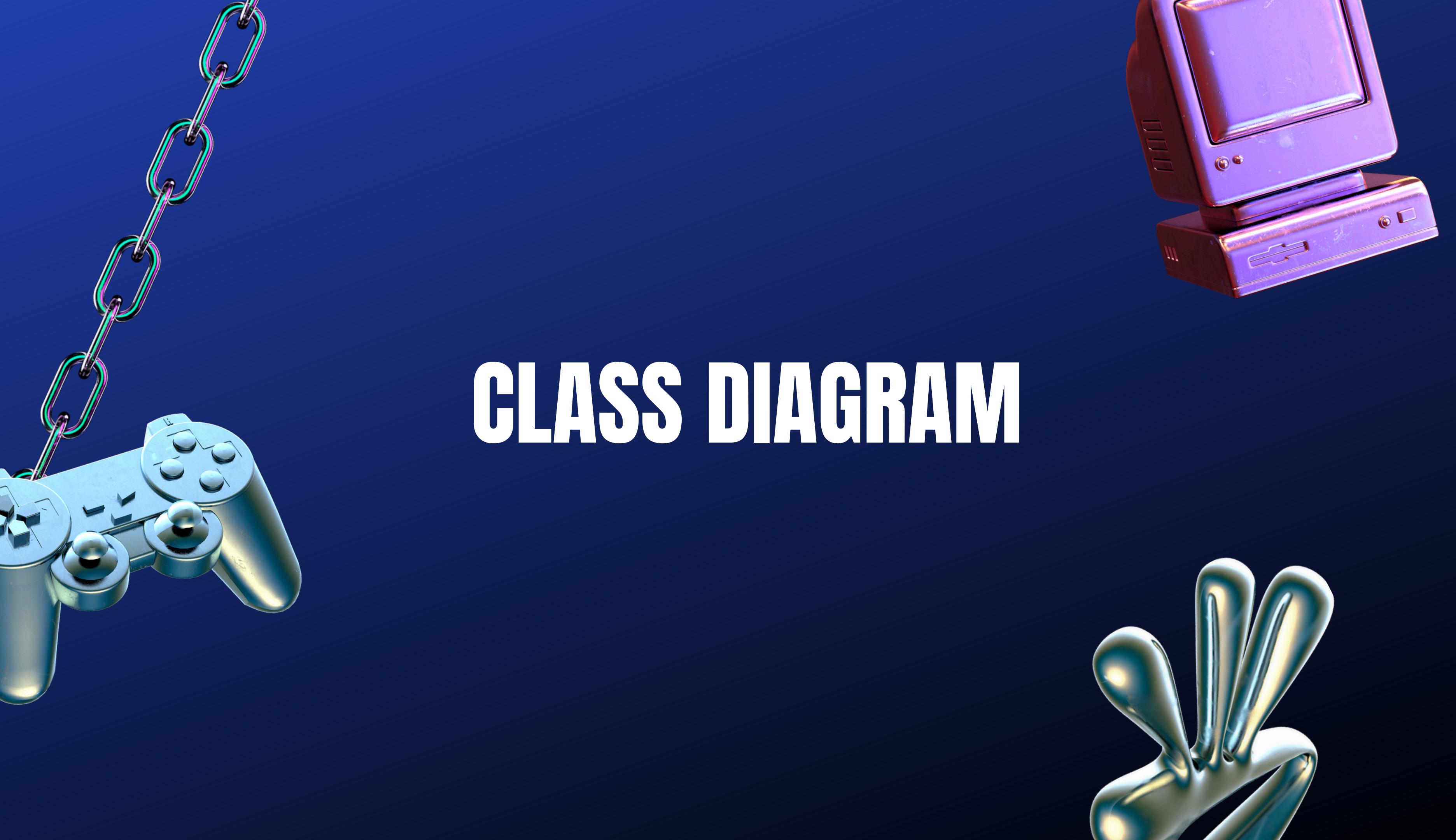


Flag

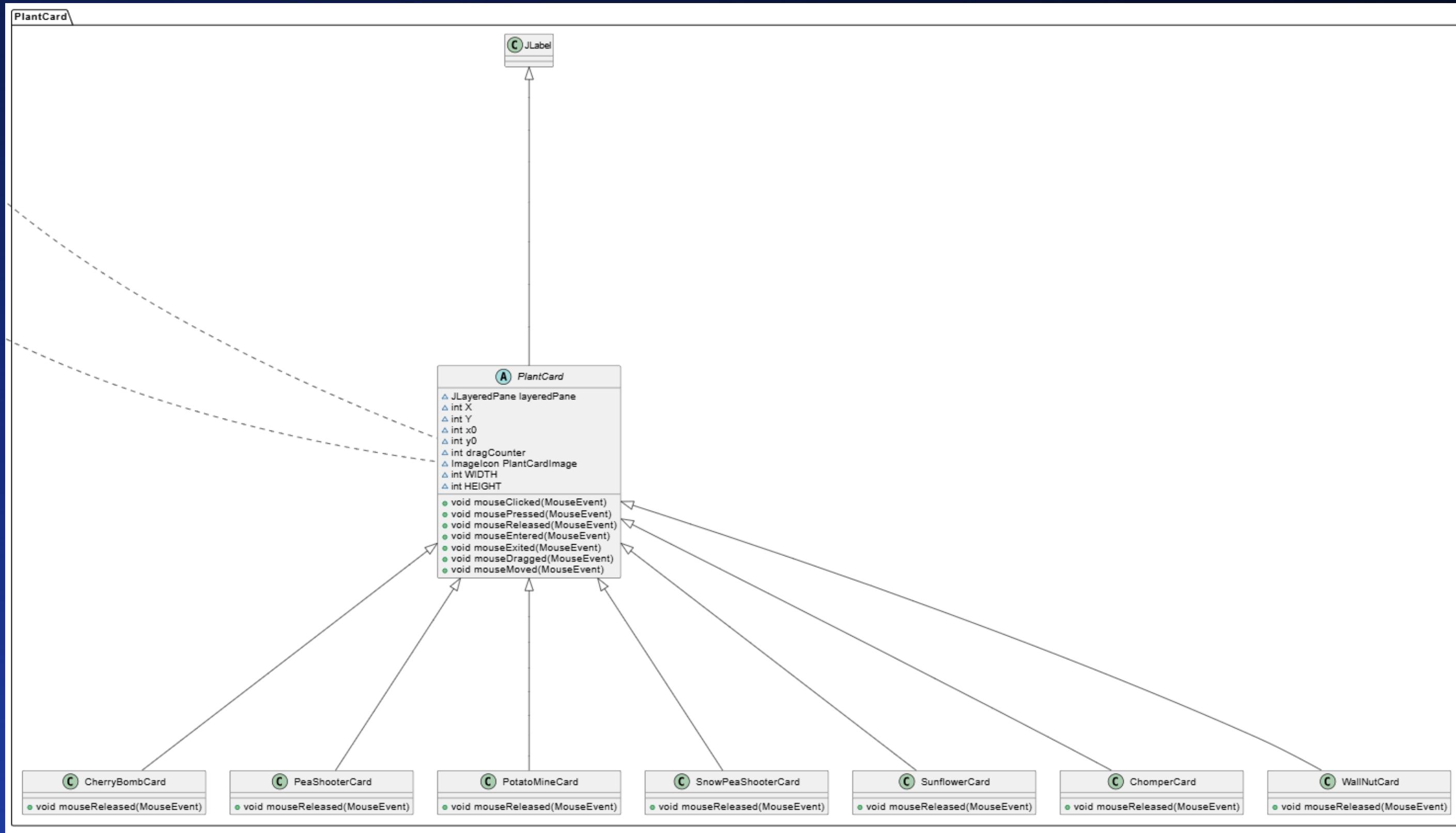


Bucket Head

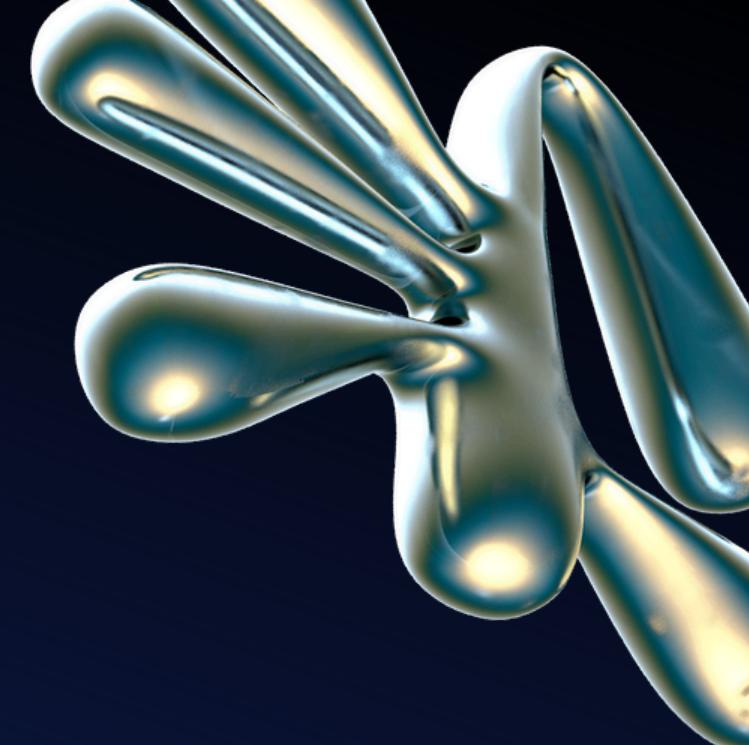
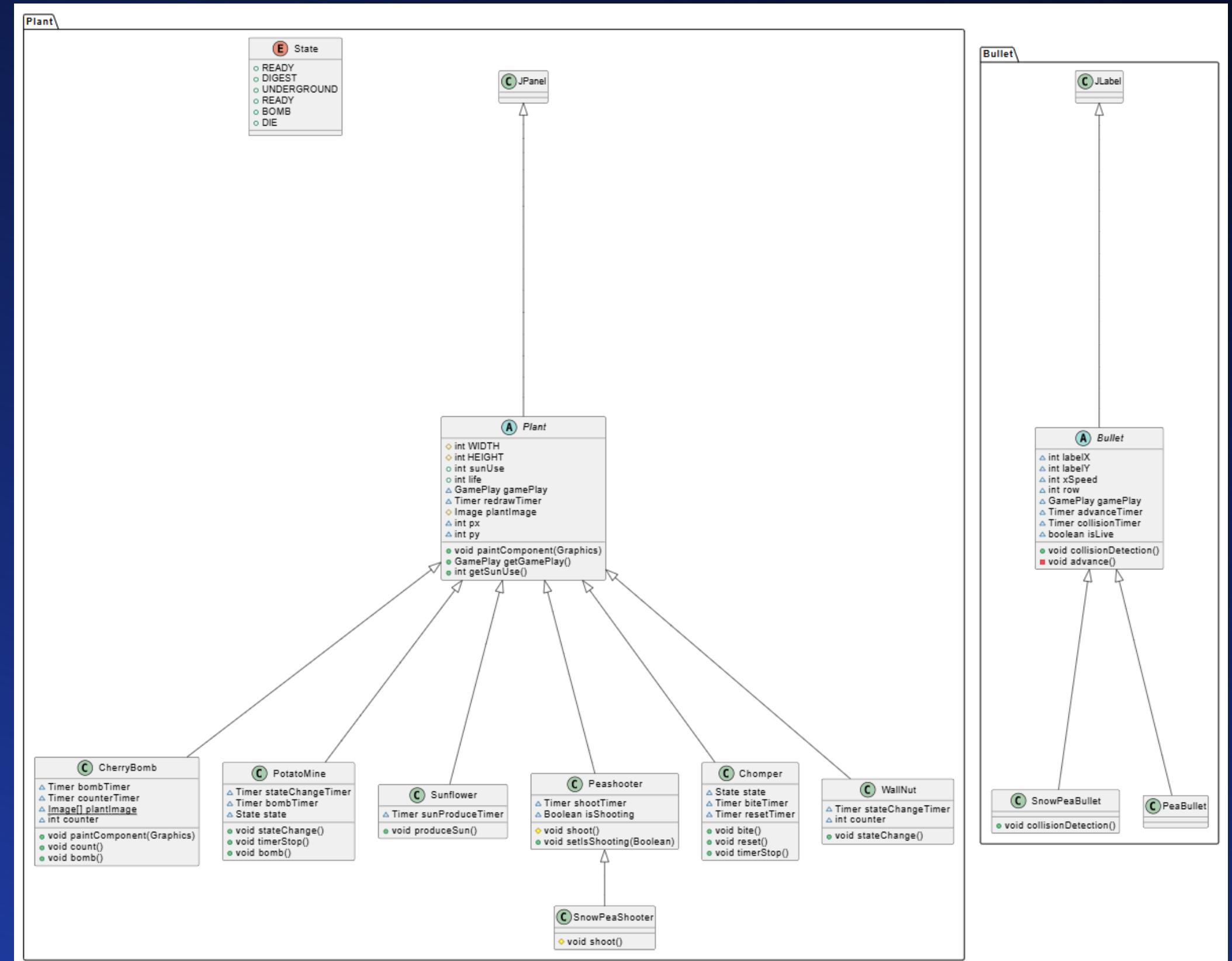
# CLASS DIAGRAM



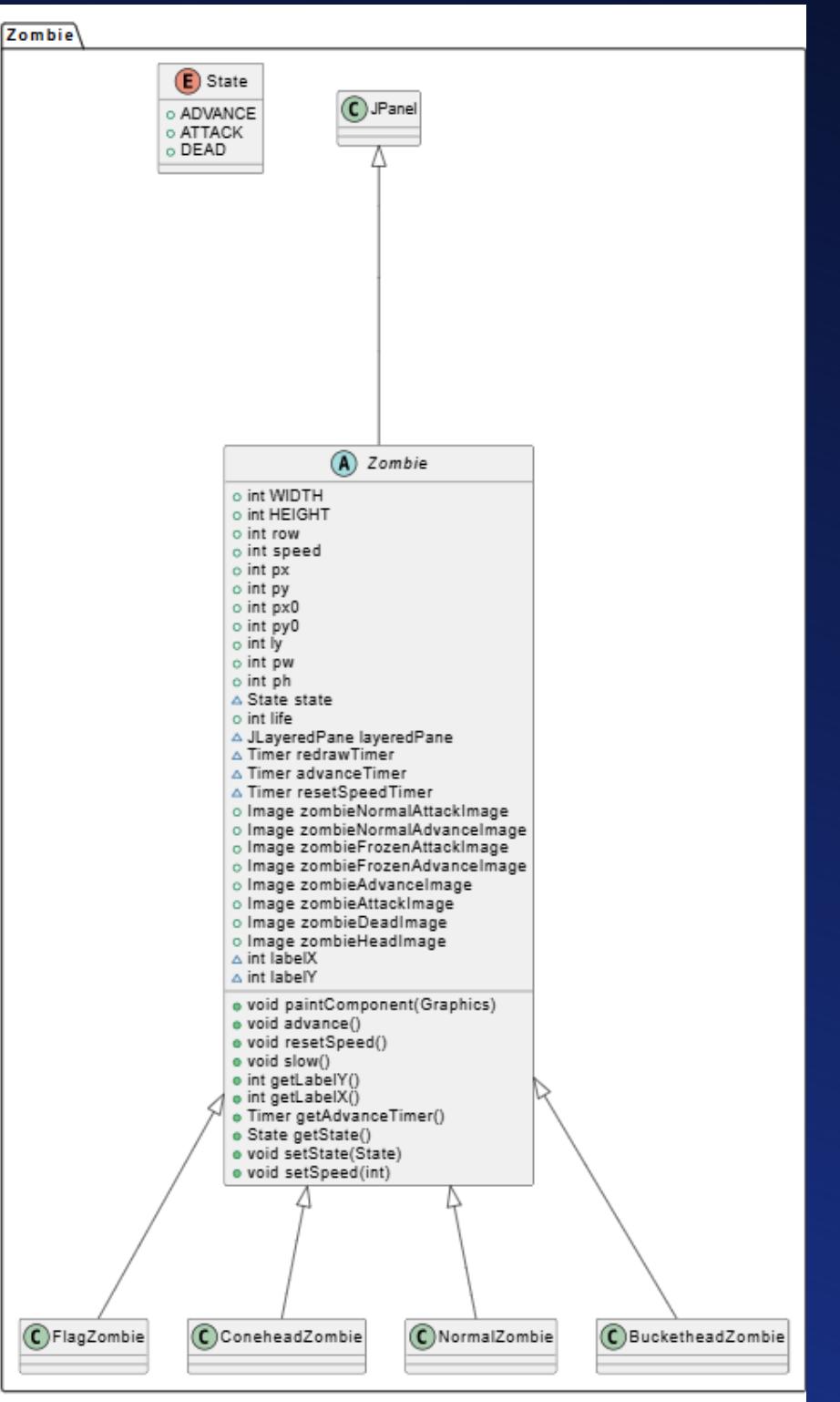
# PLANT CARD UML

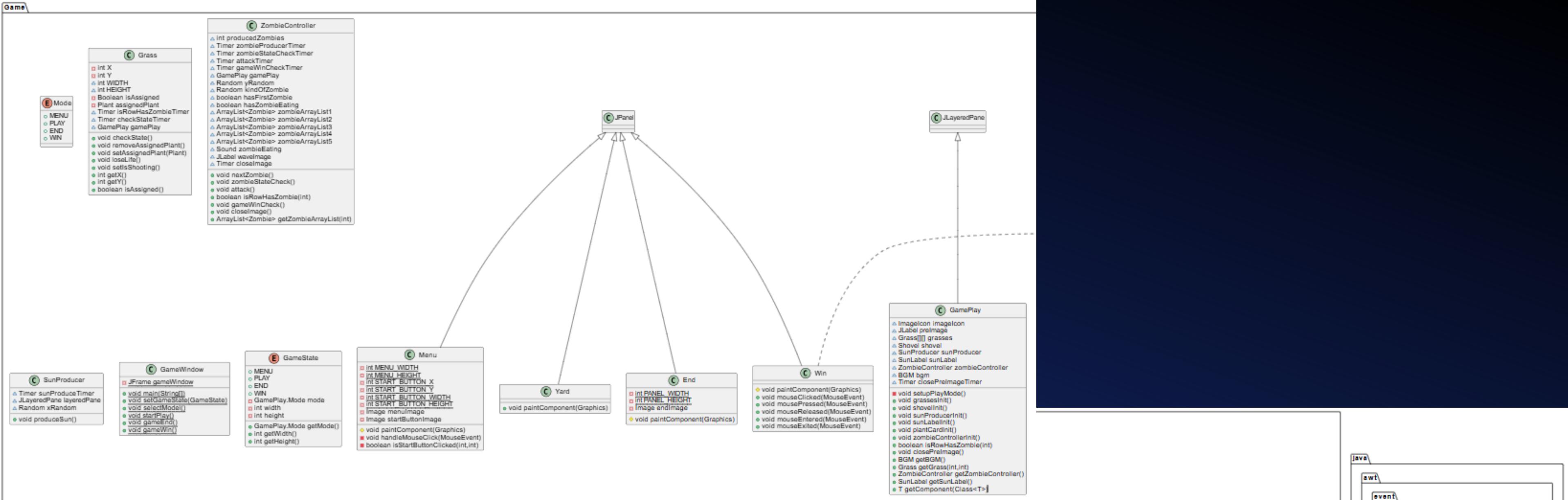


# PLANT UML

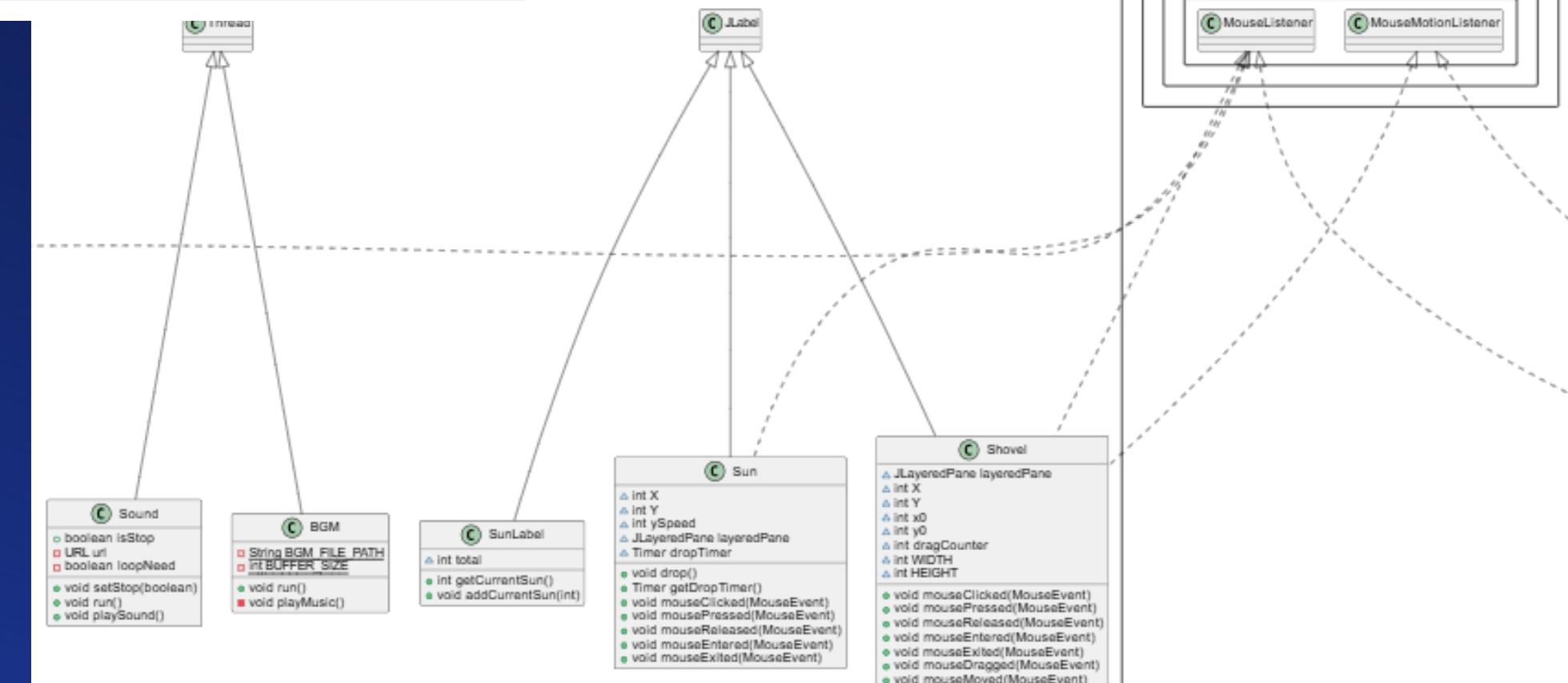


# ZOMBIE UML

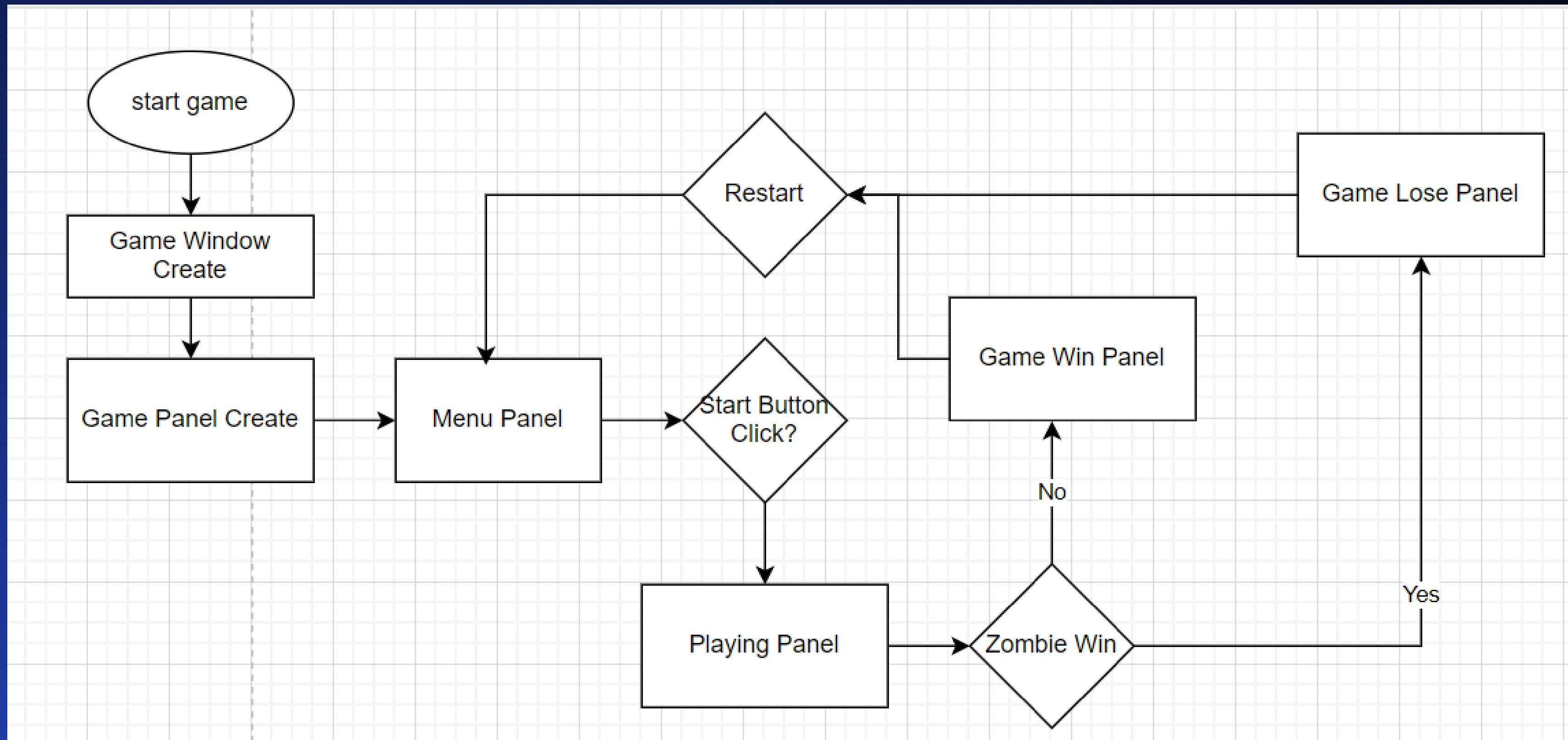




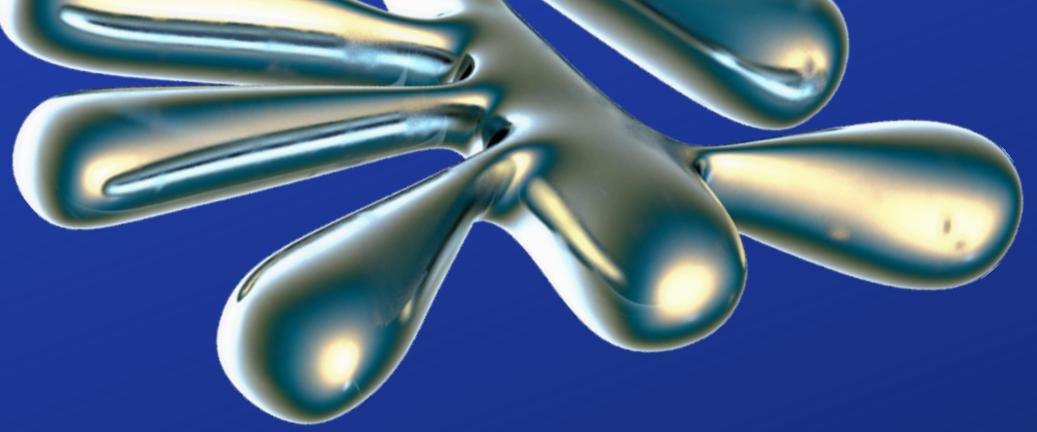
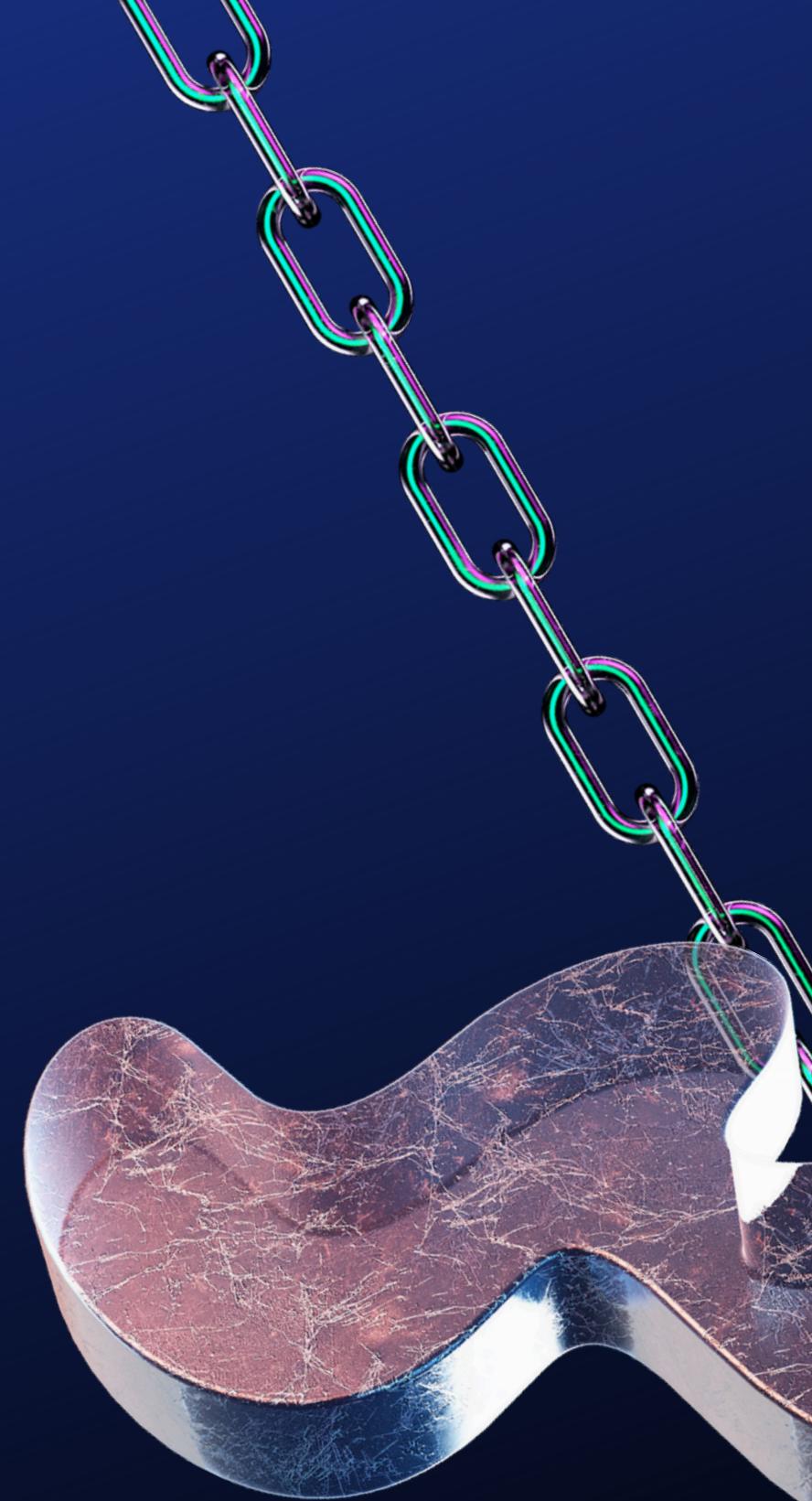
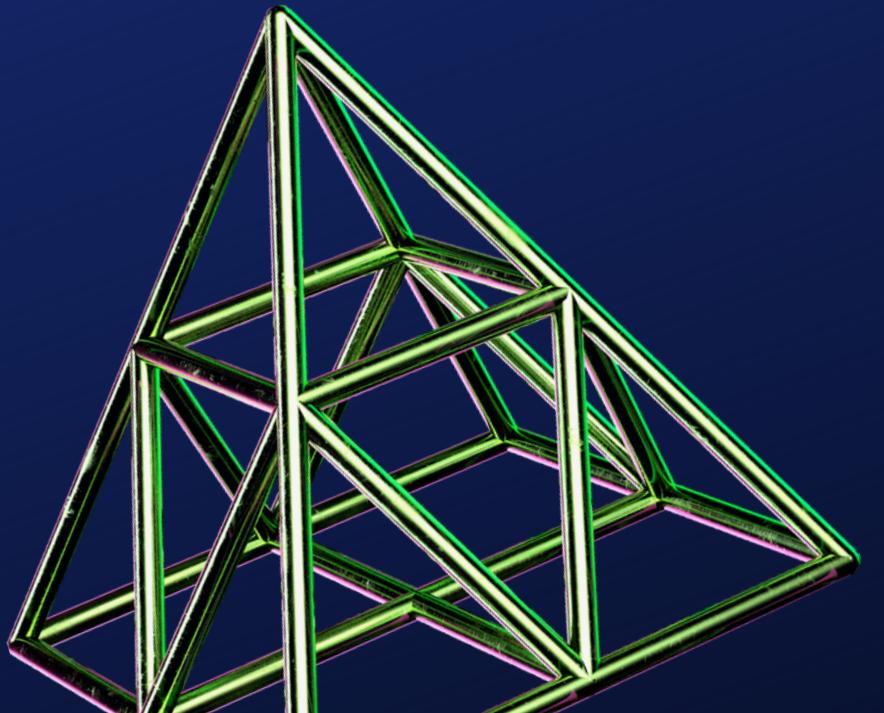
# GAME CONTROL UML



# UML CHAIN



# GAME DESIGN



# PLANT

## ATTRIBUTE

- Health
- Cost
- Attack Type
- Special Abilities



## METHOD

- Plant(width, height, sunUse, gamePlay) getGamePlay()
- getSunUse() f

# ZOMBIE

## ATTRIBUTE

- Health
- Speed
- Damage
- Special Abilities.



## METHOD

- slow
- Timer
- State
- advance

# SHOVEL

## ATTRIBUTE

- layeredPane, initial coordinates (X, Y),
- mouse coordinates (x0, y0) for dragging, dimensions (WIDTH, HEIGHT) of the shovel.



## METHOD

- mouseReleased()
- mouseDragged()

# THANK YOU!



# REFERENCE

- For Graphics of this Game: [FandomPLZ](#)
- For Sample Code: [Java Tower Defence Tutorial](#)
- For Game Design: [PLZ from the other](#)