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CS 1410

Professor Johnson

A10

Plants vs. Zombies

In this assignment our theme was Cats vs. Dogs. Our “Plants” are a dog, cow, and chicken. Our “Zombies” are a grey cat, black cat, and crab. The dog is our regular plant and doesn’t do anything special. The chicken has a high rate of attack but low health. The cow slows down all of the zombies that are spawned at that time and has high health, as well as when it dies it deals double the damage. The grey cat is our regular zombie. The black cat has no cooldown because we overrode the ready for action method so that it will continually attack with no breaks. The crab has high health and decently high attack damage. We also employed red coins as a way to purchase the new plants to defend the house. There is a score label in the upper right hand corner that records how many coins you have collected.

The game increases in difficulty because we increment the attack damage of the zombies every time they spawn. This requires more plants with each new wave of zombies to defend the house. Once the zombies reach the house there is a pop-up that tells the player the game is over and the window closes.