Plant verses Zombies

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| Sr. No | Type | Properties/Behavior |
| 1 | Plant |  |
| 2 | SunFlower | 1. Emits Sun 2. Zombie will eat it |
| 3 | Pee Shooter | 1. Fires Bullet 2. Zombie will eat it |
| 4 | Chomphor | 1. In active mode, it eats Zombie 2. It will sleep till eat digests Zombie(some time will be taken) 3. In Sleep mode Zombie can eat this plant |
| 5 | Zombie (Normal Zombie) | 1. Walks with certain speed 2. If collide with any plant, stops and starts eating plant 3. If plant is fully finished, starts walking 4. If hit by bullet, life gets reduced and speed is also reduced 5. If life becomes zero, it gets dead |
| 6 | Paper Zombie | 1. It walks while reading newspaper 2. If hit with bullet, paper gets destroyed and speed increases(As Zombie is not reading now 3. After paper destroyed It behaves like Normal Zombie |
| 7 | Jumping Zombie | 1. It has stick, mainly works like Normal Zombie 2. It does not eat plant, instead jump over the plant |
| 8 | Zombie with appliances like Helmet | 1. They are similar to Zombie 2. They have extra power/life if wear appliances 3. If hit with bullet, first life of helmet is reduced 4. After destroying helmet, it behaves like Normal Zombie |
| 9 | Stage | 1. It decides how many lanes should ( 1 to 5) 2. Types of lane(Lane with soil block/water block/roof blocks) 3. Types of plants that can be added 4. Zombie    1. Types of Zombie    2. Which zombie enters in which lane at what time    3. How many Zombie waves will be there?    4. What each Zombie wave will have? How many zombies, their lane, etc |
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