Plants v/s Zombies

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Design and Implementation

- Implemented a Model-View-Controller (MVC) architecture in the project.
- Model : Includes the data ie all the classes of different objects needed like Character, Plant, Zombie, Position etc that will hold the required information about different elements.
- Controller: Updates the View (GUI files) with the data from the Model. Level Controller, Game Controller, Login controller etc pick up the data from respective model files and update the GUI and handle different events from the user and the actions of the threads.
- View: FXML files are the GUI files that are updated by the Controllers.

Work Division

Isha Gupta (2018040)

- App Controller
- LeaderBoardController
- RegularAction
- DetectCollision
- ShootPeas
- ZombiePlantFight
- PlantPanelController
- Generate Sun
- GenerateZombie
- View

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- Game Controller
- InstructionsController
- Level Controller
- LawnMowerController
- PeaController
- PlantController
- SunTokenController
- ZombieController
- Serialization
- Model

Bonus

- LeaderBoard
- Instructions
- Zombie Types with different defense and attack powers
- Background Music
- Final Wave of Zombies
- Plant Panel activated and deactivated according to time of purchase and available tokens.
- Smooth animations achieved by multi-threading