

The theme of my game is Ninjas vs Monsters its based on a movie I watched when I was a kid its not a great movie, but I remember me liking it. I added 1 extra plant type called Ninja2 which have the ability to kill every zombie alive at the moment when it dies. Very strong but the plant is somewhat expensive. For the zombies I added an extra 3 only 1 have a special ability which is Monster2 and it generates health when it attacks a plant it does not do a lot of damage because its more like a tank it should takes damage more than it does. Finally, I made the game harder by making those extra 2 monsters to appear after approximately 30 seconds in game increasing the chances of more zombies appearing and also they have better basic stats than the first two zombies.