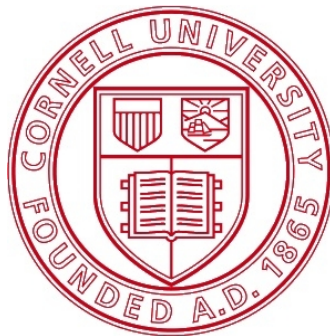


Ants vs SomeBees

(Object-Oriented Tower Defense Game)

John DeNero, Tom Magrino, and Eric Tzeng



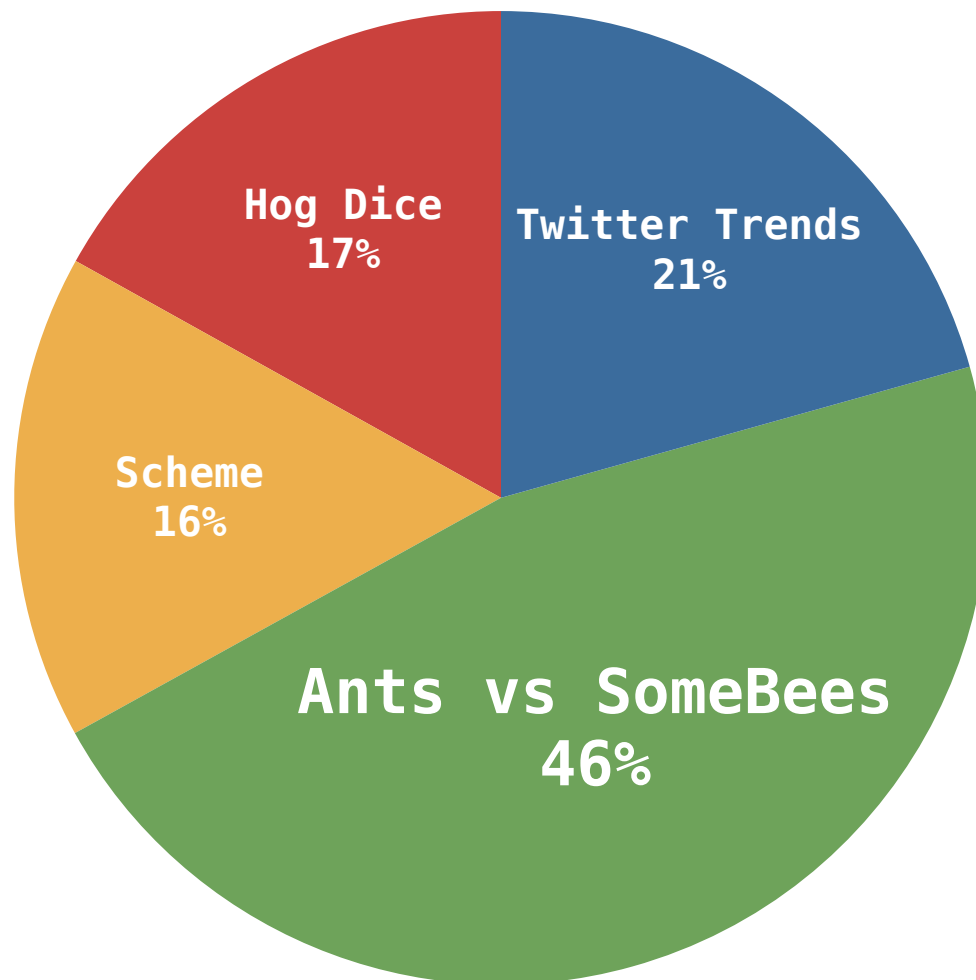
Programming Projects in CS 61A at Berkeley

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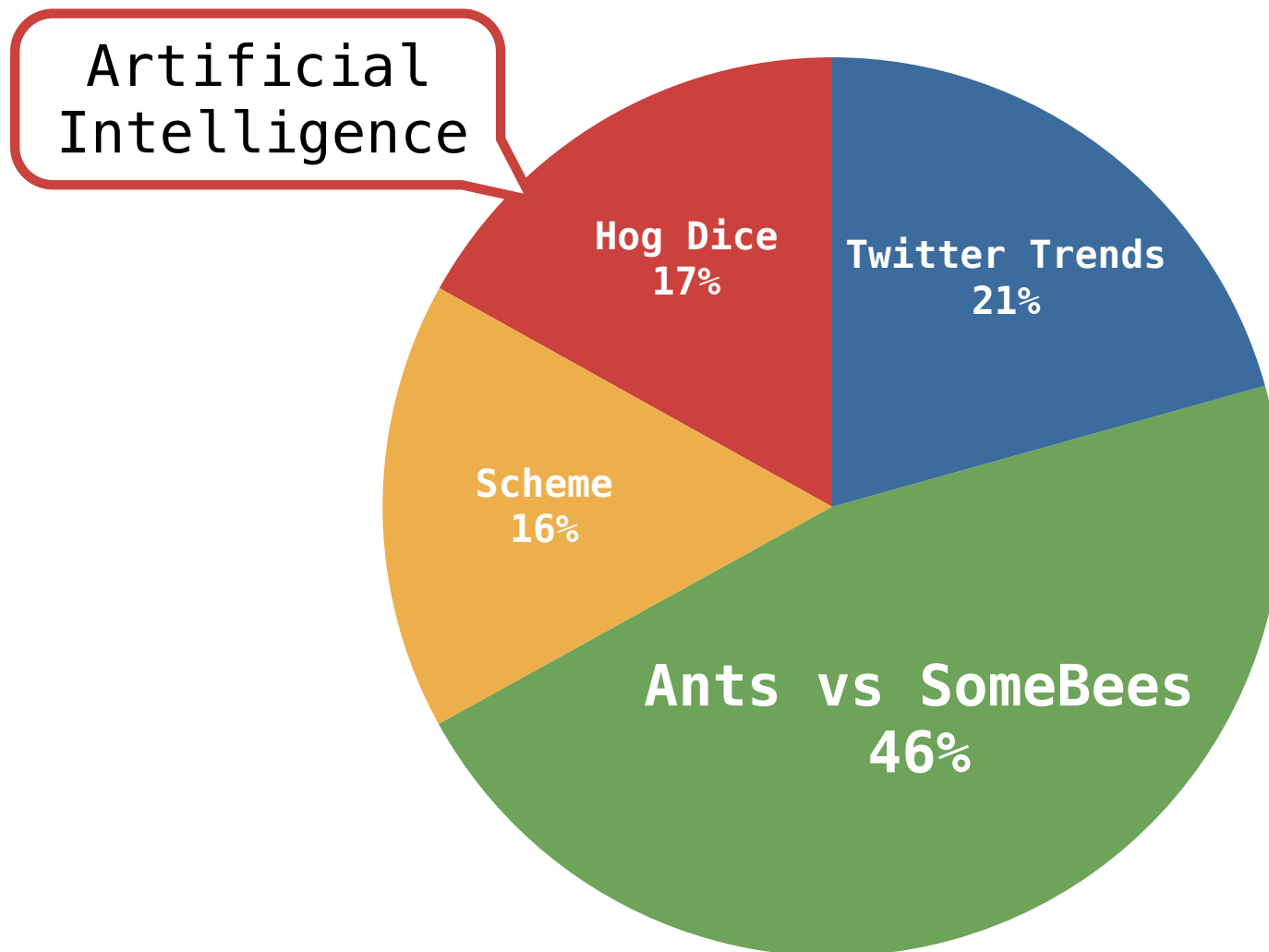
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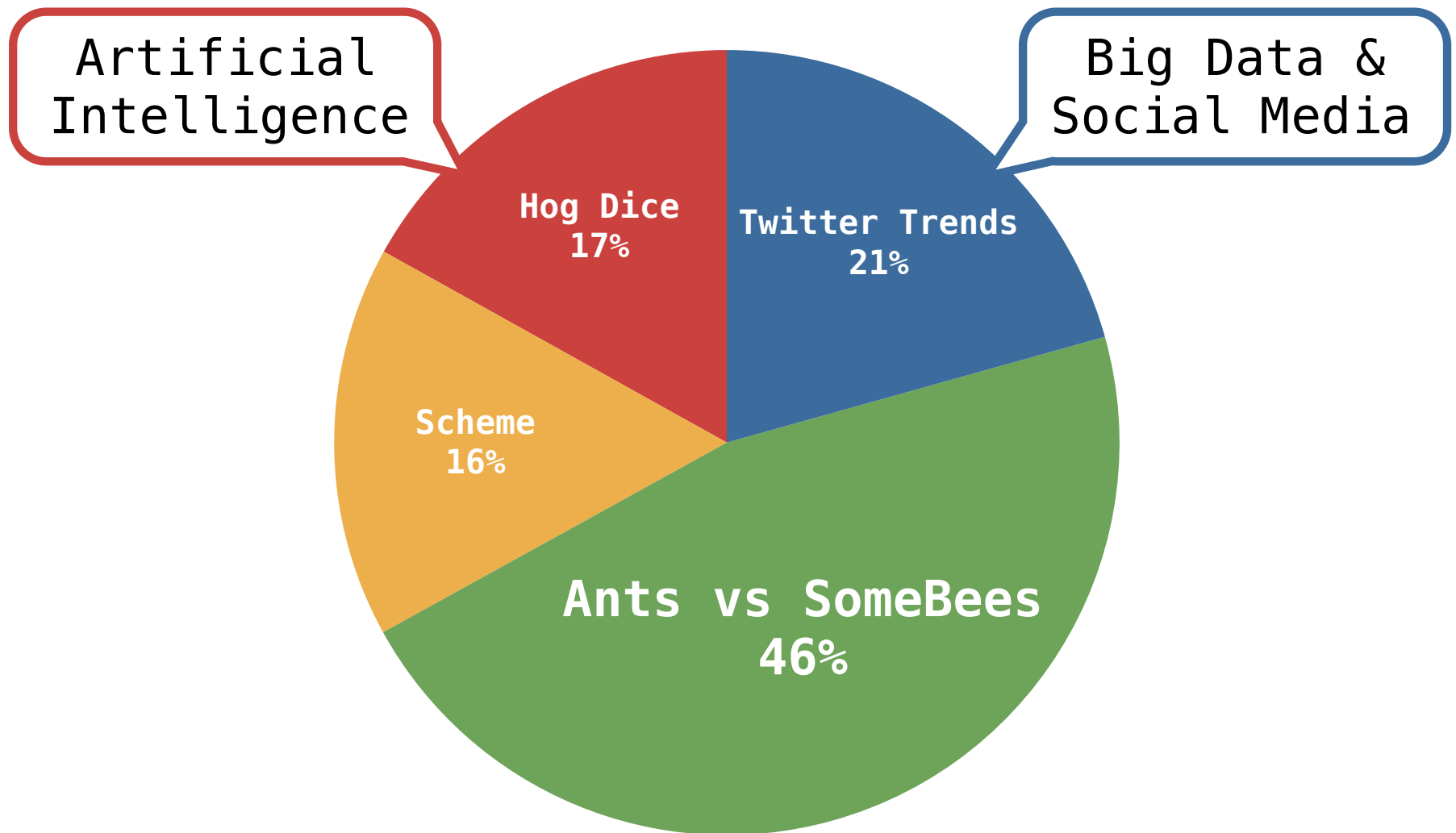
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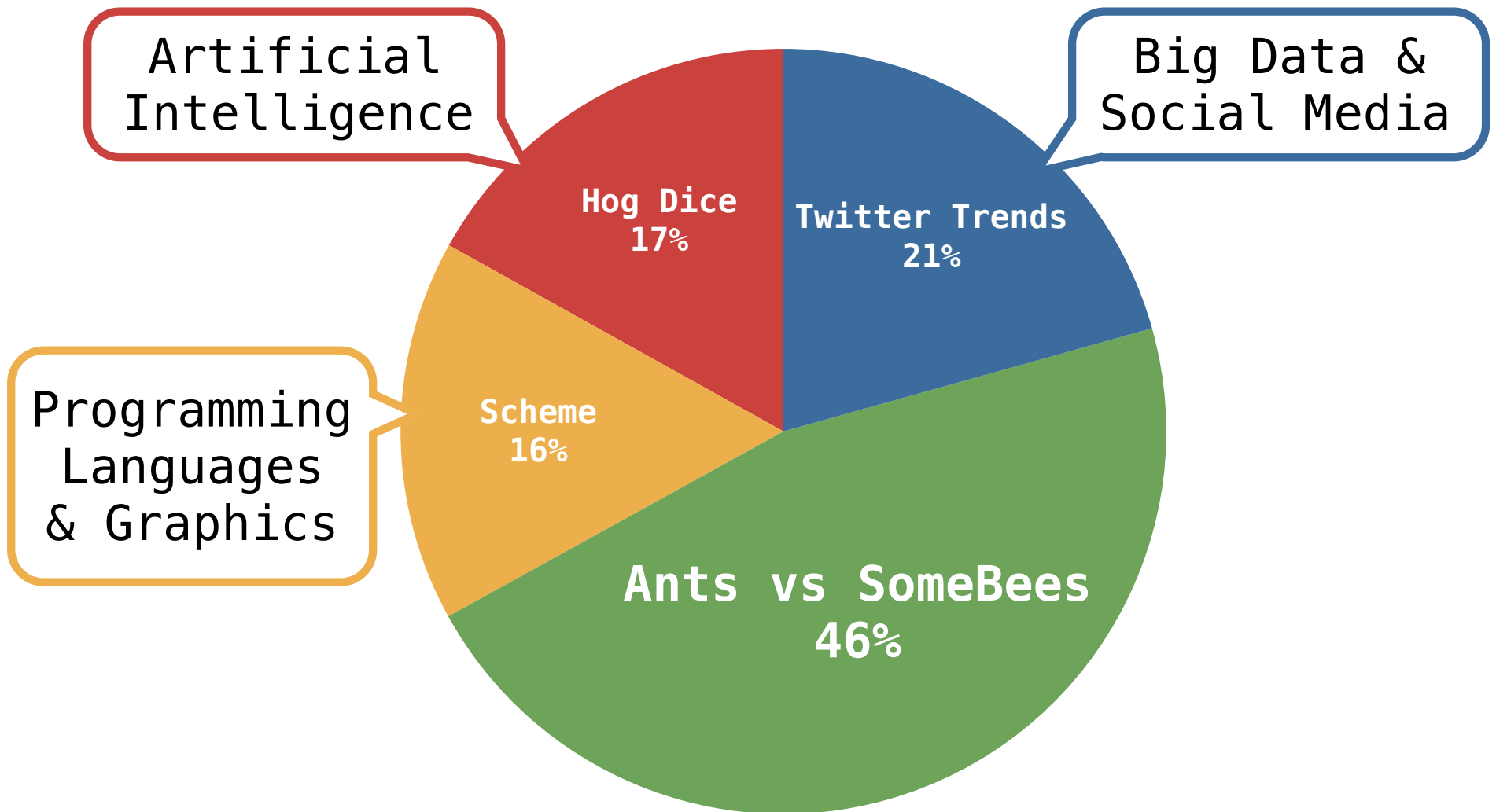
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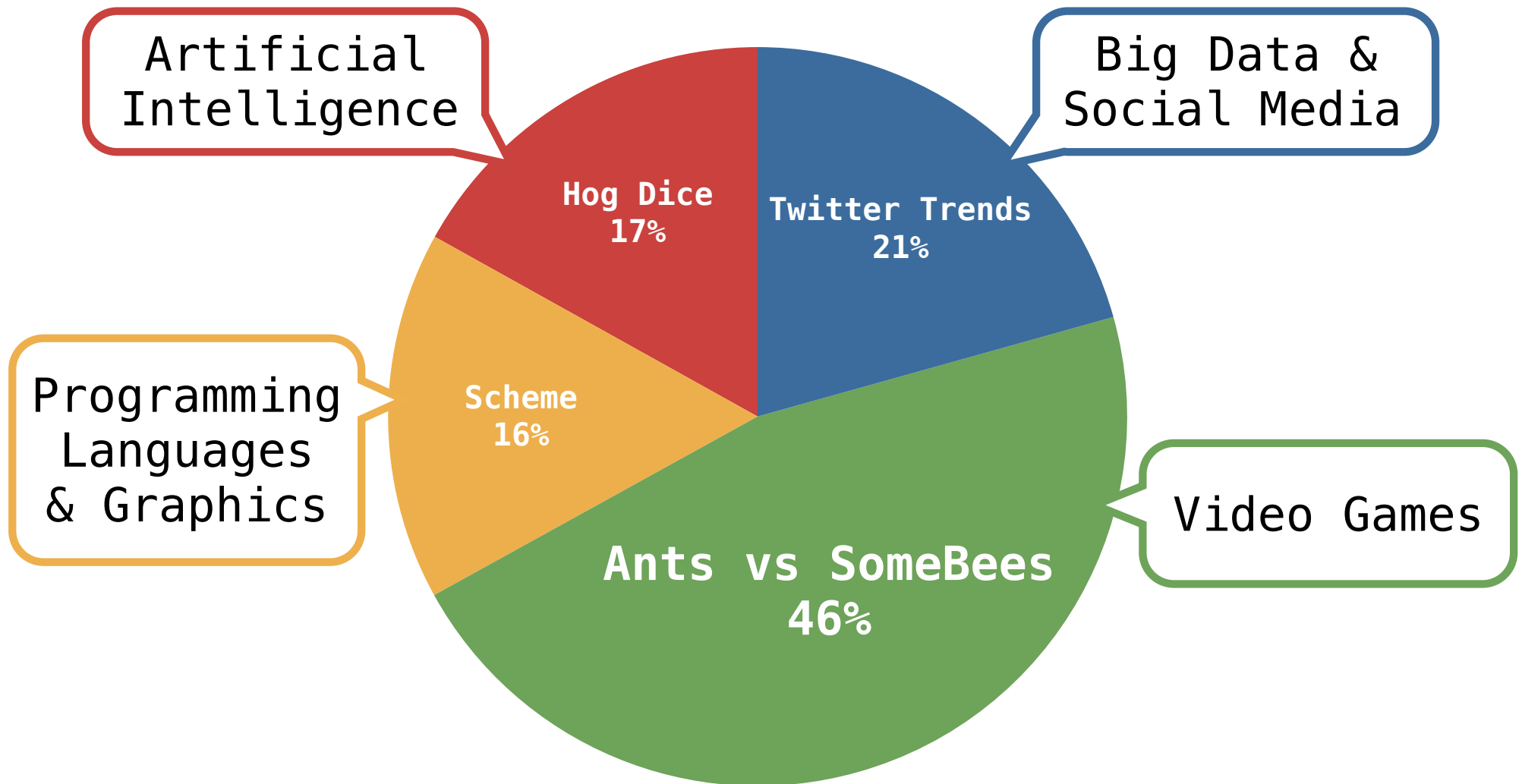
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Project Overview of Ants vs SomeBees

Ants vs **SomeBees** is a clone of a popular game,
Plants vs **Zombies**

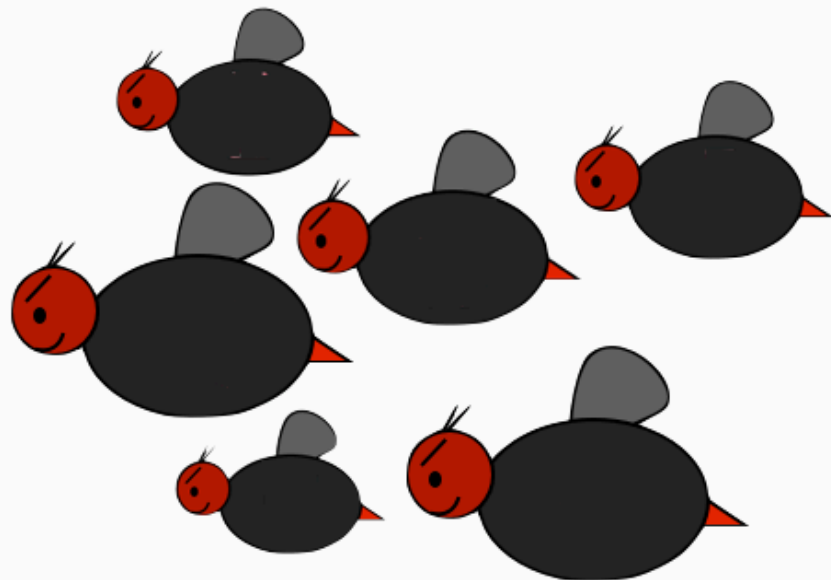
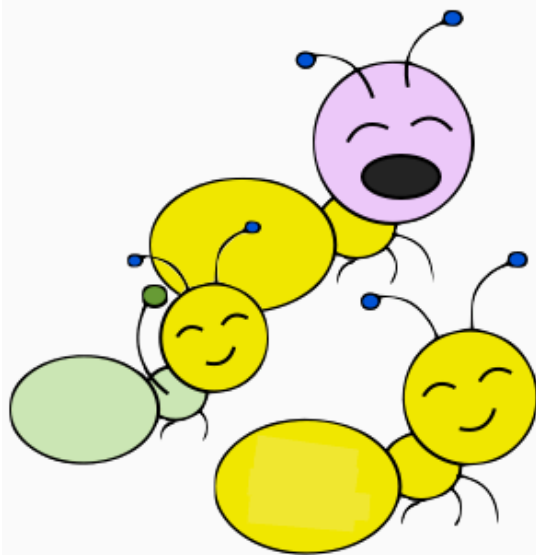
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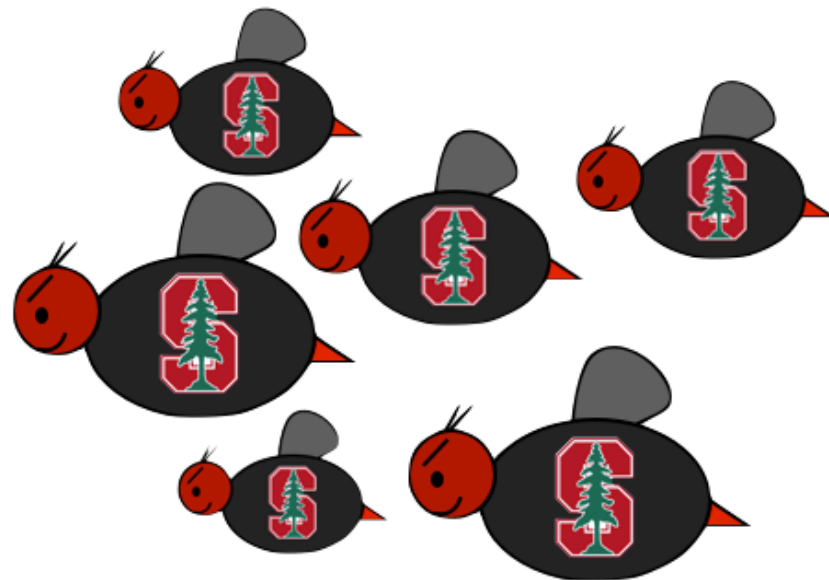
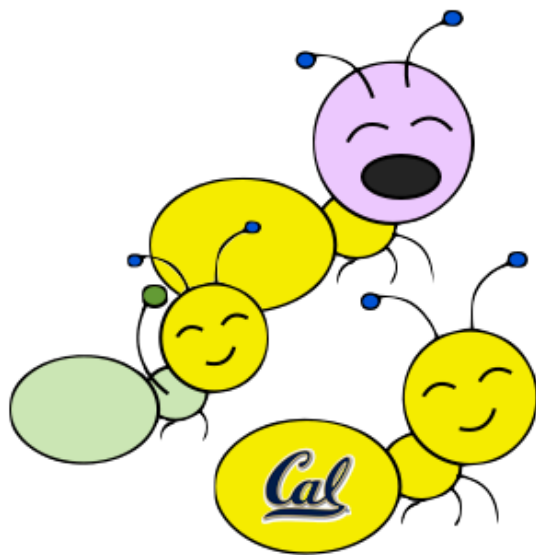
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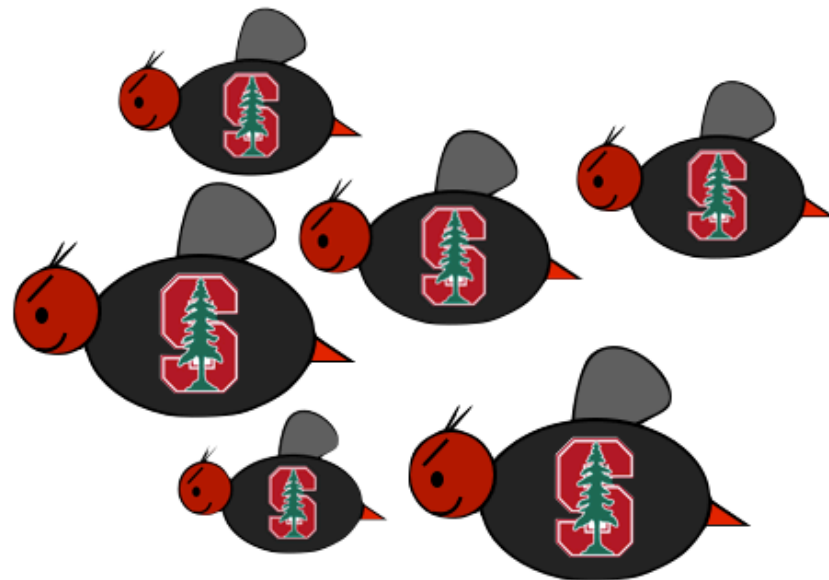
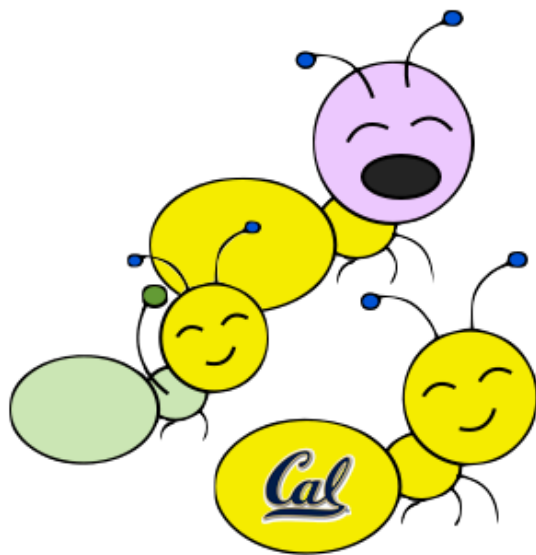
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(Demo)

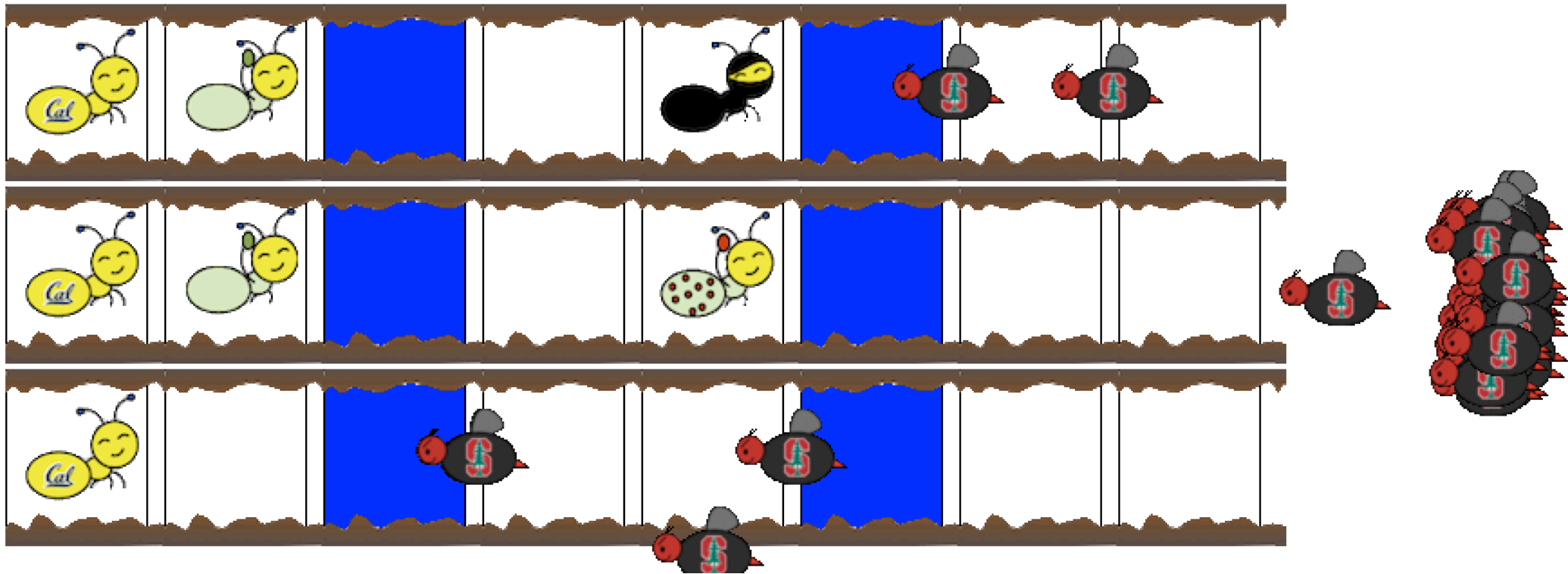
Object-Oriented Programming Illustrated

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Objects: local state + interaction through methods

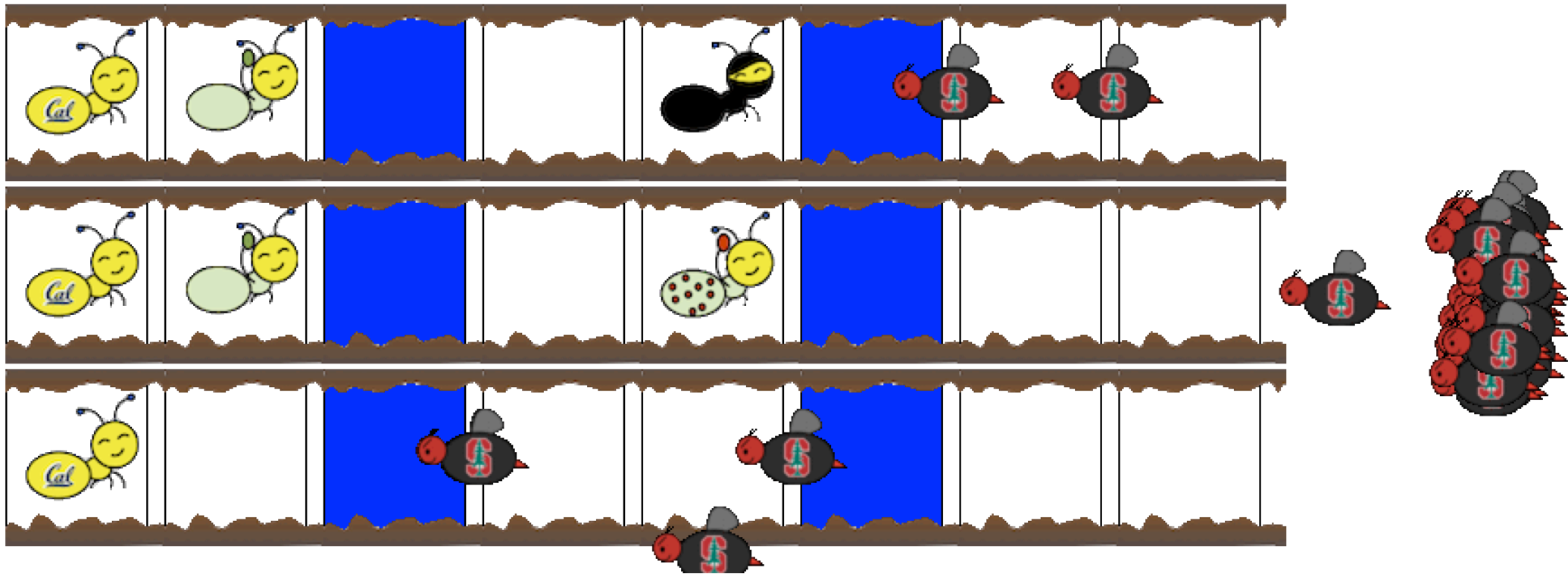
Object-Oriented Programming Illustrated

Objects: local state + interaction through methods



Object-Oriented Programming Illustrated

Objects: local state + interaction through methods



- Minimal procedural game logic
- No non-local interactions between objects

What Worked Well?

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- Pure Python 3 with no external dependencies.

What Else Worked Well? A Common Enemy

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Which of these
do you dislike
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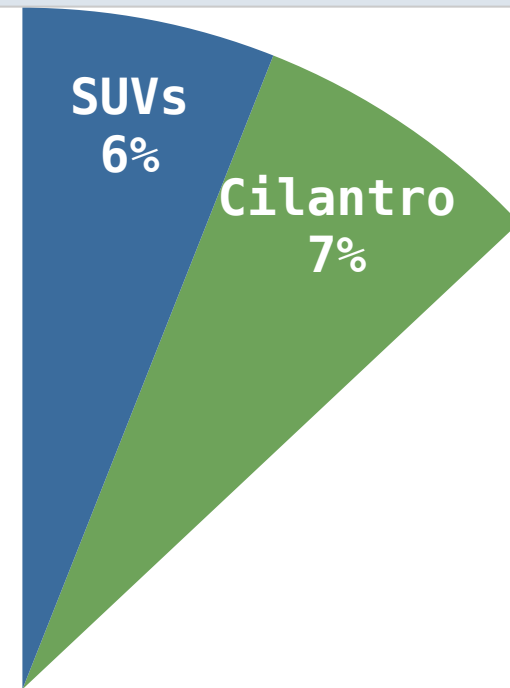
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SUVs
6%

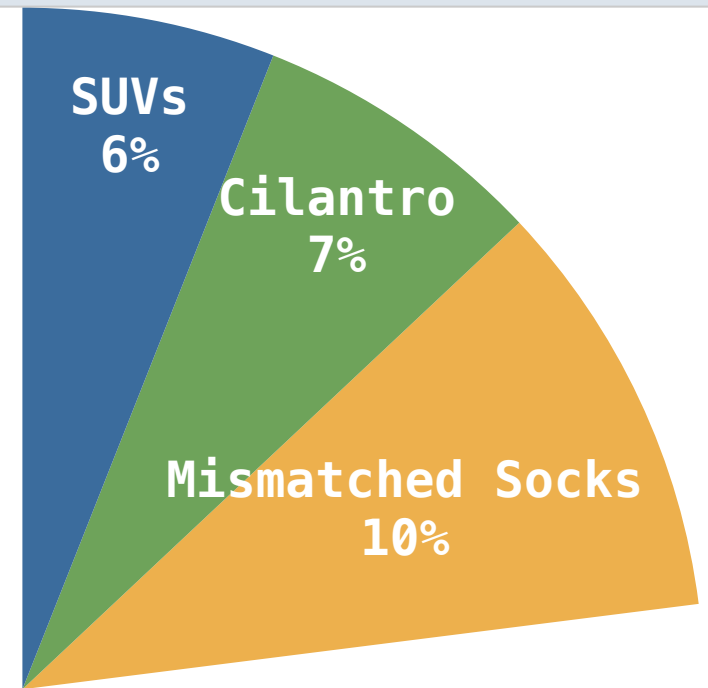
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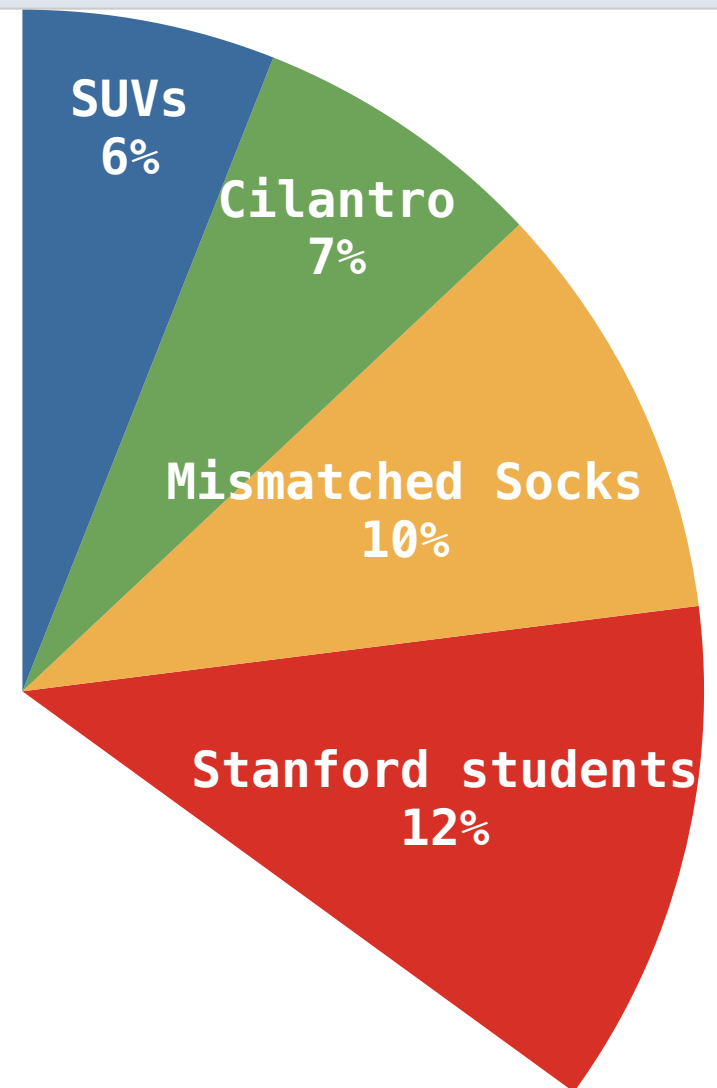
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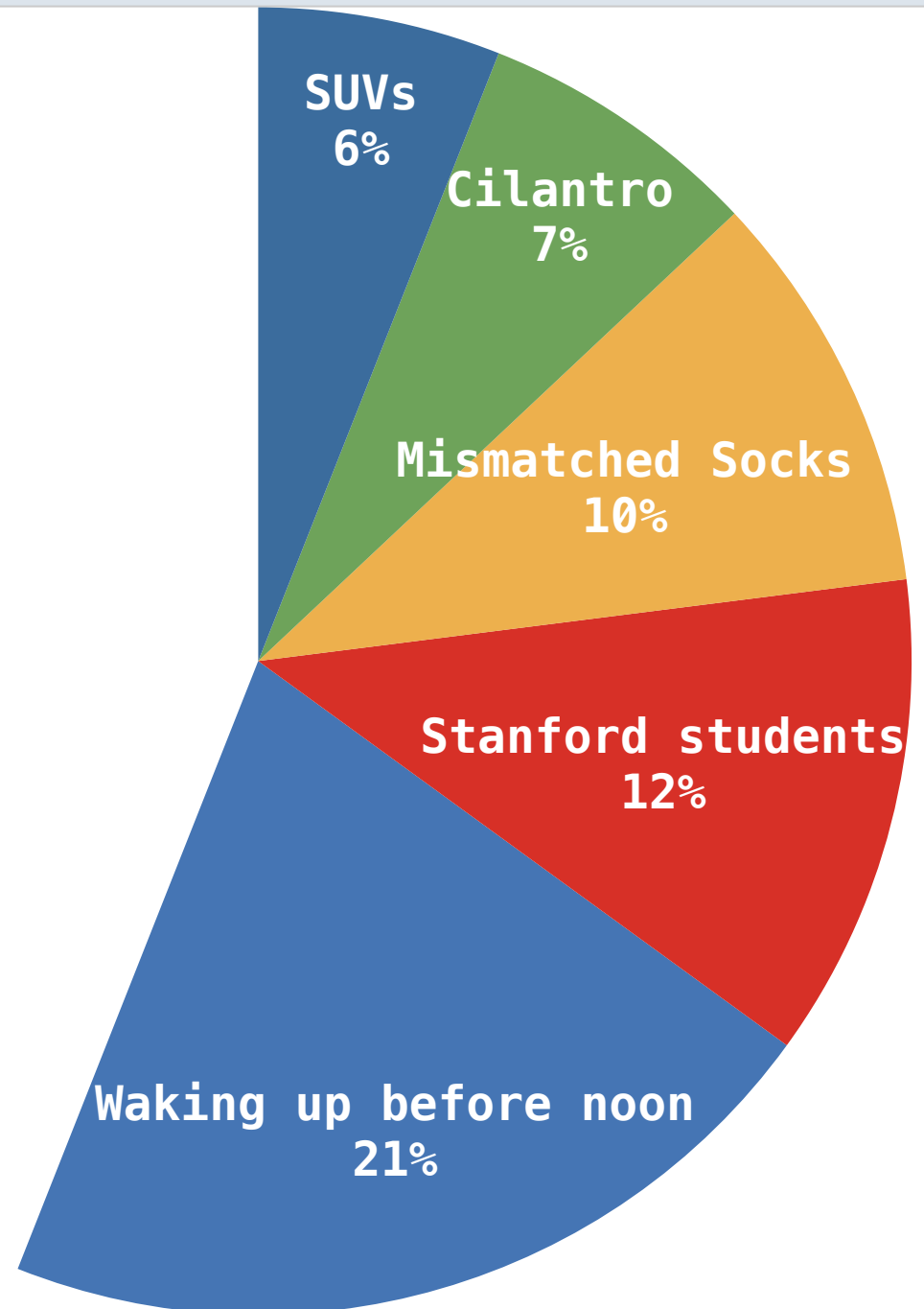
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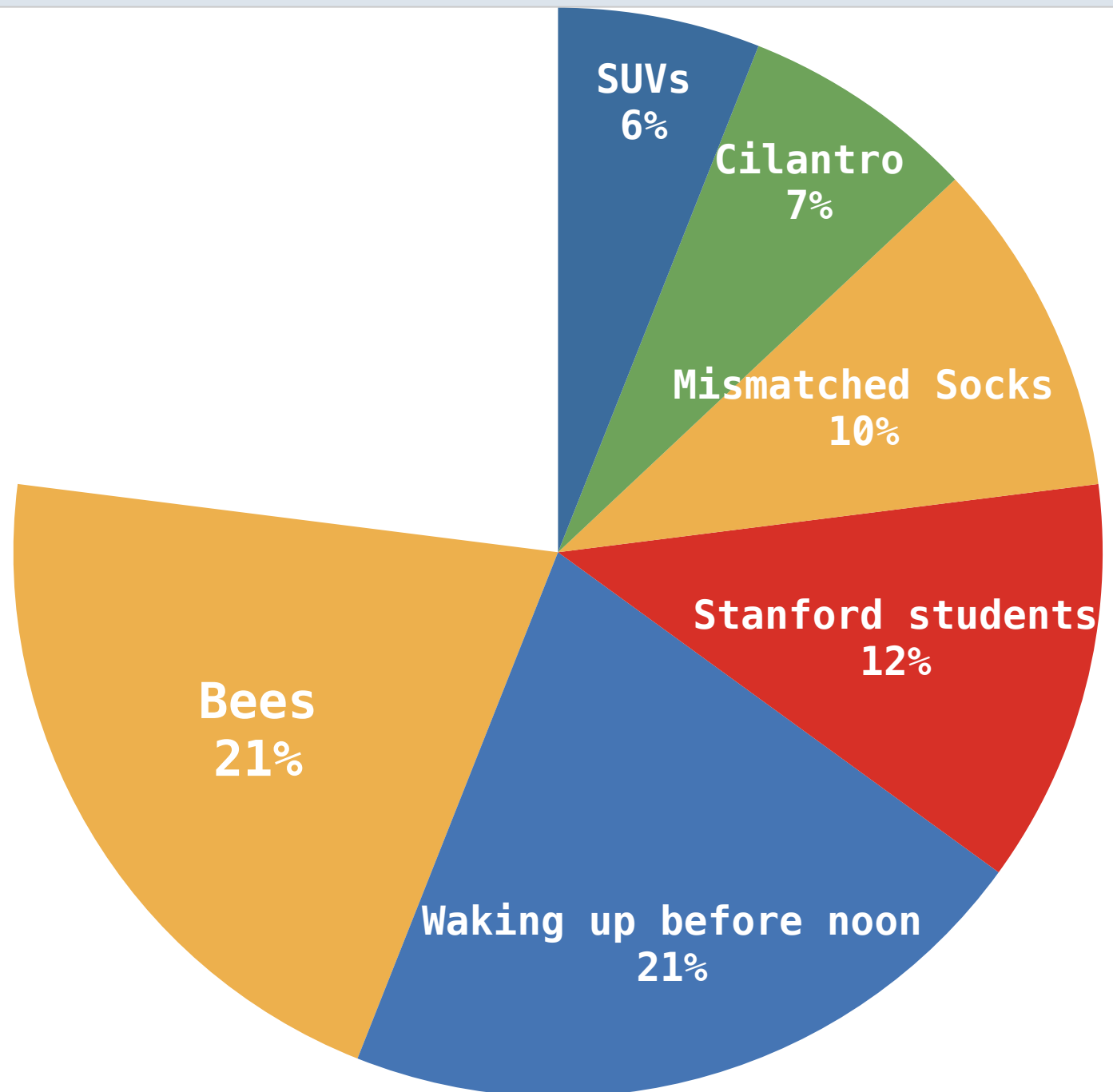
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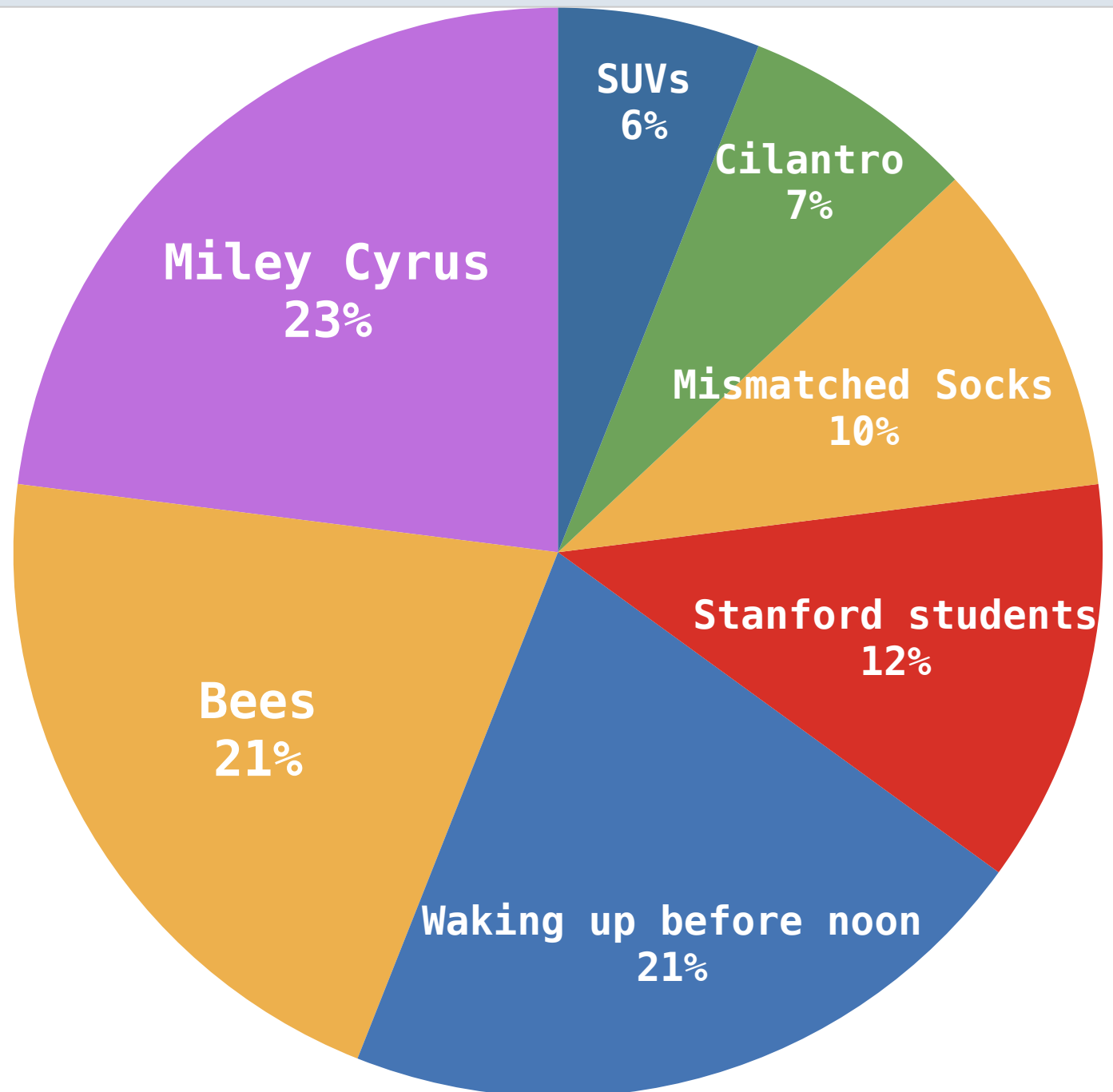
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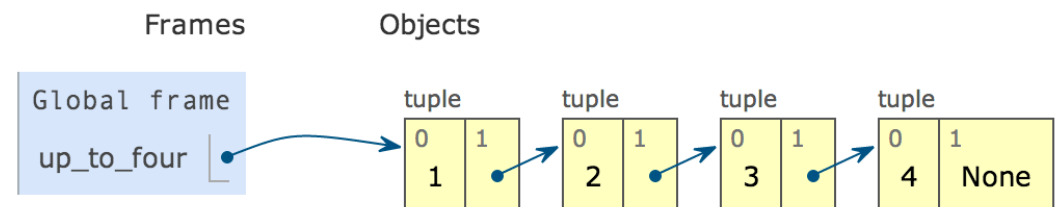
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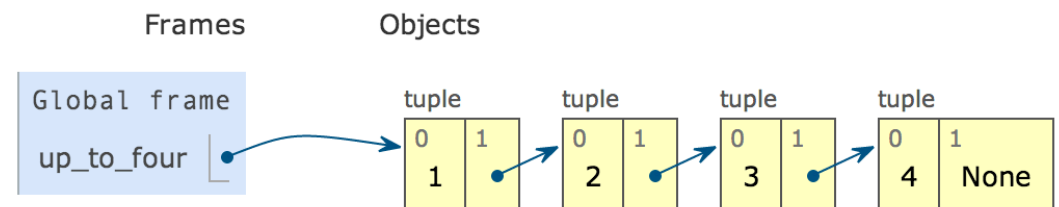
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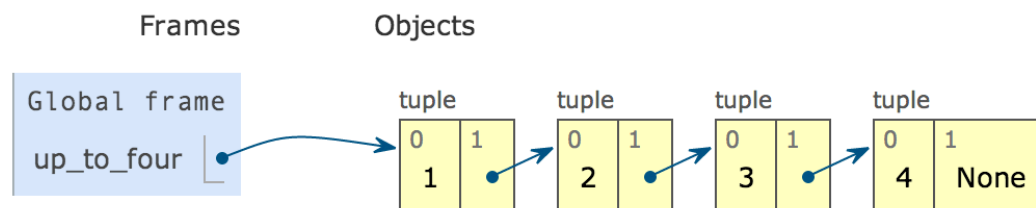
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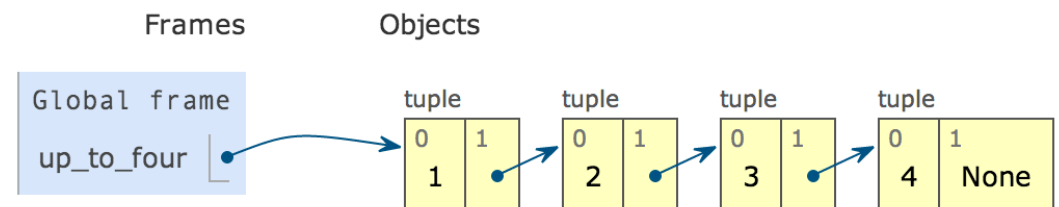
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