Name: Jose Mari L. Hinolan   Course and Year: BSCS – 2   Date: June 15, 2022

DOCUMENTATION

a.) Executive Summary

Title: Deal or No Deal

Genre: Trivia, Strategy, Casual

Target Audience: All ages

Summary:

Deal or No Deal is a roleplaying game, in which no knowledge or reflexes are needed, just   pure luck and good decision-making skills, the game is based on a game show which is also called "Deal or No Deal".

b.) Gameplay

- The game has 20 identical boxes numbering from 1 – 20, each box contains random amount of money based on the scoreboard.
- At the start of the game, the player selects a briefcase of their choice.
- The players' aim is to sell that box back to the Banker for the most amount of money possible.
- Every 3 boxes opened, the Banker will offer money to the player.
- If you decide not to accept the offer, the game will continue. When you click accept the game will end, winning the amount of money offered by The Banker.
- In the last round when 2 boxes are remaining, you need to open the remaining box, before opening yours and winning the amount of money in the box.

c.) Game Mechanics

- You cannot choose more than 2 boxes as your briefcase.
- You should not open your briefcase if 2 or more boxes are remaining.
- If you press accept, you cannot take it back.

d.) Code Documentation

MainMenu.cs

- This event will Start the game by clicking the button, running the timer and making the progress bar visible.

```
1 reference
private void button1_Click(object sender, EventArgs e)
{
    progressBar1.BringToFront();
    timer1.Start();
    label1.Visible = true;
    progressBar1.Visible = true;
    button1.Visible = false;
}
```

- This event runs the progress bar and when it is reach 100 it will proceed to the Game Form.

```
1 reference
private void timer1_Tick(object sender, EventArgs e)
{
    progressBar1.Increment(1);
    label1.Text = progressBar1.Value + "%";
    if(progressBar1.Value == 100)
    {
        Game game = new Game();
        game.Show();
        this.Hide();
        timer1.Stop();
    }
}
```

Game.cs

- The purpose of this events are to show the random numbers that it contains, and a condition if the last remaining case is open it will automatically end the game else it will message banker's offer every 3 clicked briefcase buttons.

```csharp
1 reference
private void button1_Click(object sender, EventArgs e)
{
    if(buttonFlag[0])
    {
        return;
    }

    buttonFlag[0] = true;

    if(accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[0].ToString();
    button1.Text = tempLabel;

    button1.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        finalValue = getFinalValue();
        MessageBox.Show("Game is over. You won" + finalValue.ToString());
        accept = true;
    }

    else
    {
        if((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer "+ newOffer.ToString();

        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}

1 reference
private void button2_Click(object sender, EventArgs e)
{
    if (buttonFlag[1])
    {
        return;
    }

    buttonFlag[1] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[1].ToString();
    button2.Text = tempLabel;

    button2.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        finalValue = getFinalValue();
        MessageBox.Show("Game is over. You won" + finalValue.ToString());
        accept = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer "+ newOffer.ToString();
        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}
```

```csharp
1 reference
private void button3_Click(object sender, EventArgs e)
{
    if (buttonFlag[2])
    {
        return;
    }

    buttonFlag[2] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[2].ToString();
    button3.Text = tempLabel;

    button3.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        finalValue = getFinalValue();
        MessageBox.Show("Game is over. You won" + finalValue.ToString());
        accept = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer "+ newOffer.ToString();

        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}

1 reference
private void button4_Click(object sender, EventArgs e)
{
    if (buttonFlag[3])
    {
        return;
    }

    buttonFlag[3] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[3].ToString();
    button4.Text = tempLabel;

    button4.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        finalValue = getFinalValue();
        MessageBox.Show("Game is over. You won" + finalValue.ToString());
        accept = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer "+ newOffer.ToString();

        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}
```

```csharp
1 reference
private void button6_Click(object sender, EventArgs e)
{
    if (buttonFlag[5])
    {
        return;
    }

    buttonFlag[5] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[5].ToString();
    button6.Text = tempLabel;

    button6.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        pictureBox1.BringToFront();
        youWon.BringToFront();
        youWon.Visible = true;
        textBox1.BringToFront();
        textBox1.Visible = true;
        textBox1.Text = tempLabel;
        restart.BringToFront();
        restart.Visible = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer "+ newOffer.ToString();

        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}

private void button5_Click(object sender, EventArgs e)
{
    if (buttonFlag[4])
    {
        return;
    }

    buttonFlag[4] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[4].ToString();
    button5.Text = tempLabel;
    button5.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        pictureBox1.BringToFront();
        youWon.BringToFront();
        youWon.Visible = true;
        textBox1.BringToFront();
        textBox1.Visible = true;
        textBox1.Text = tempLabel;
        restart.BringToFront();
        restart.Visible = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer "+ newOffer.ToString();

        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open "+ offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}
```

```csharp
1 reference
private void button7_Click(object sender, EventArgs e)
{
    if (buttonFlag[6])
    {
        return;
    }

    buttonFlag[6] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[6].ToString();
    button7.Text = tempLabel;

    button7.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        pictureBox1.BringToFront();
        youWon.BringToFront();
        youWon.Visible = true;
        textBox1.BringToFront();
        textBox1.Visible = true;
        textBox1.Text = tempLabel;
        restart.BringToFront();
        restart.Visible = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer "+ newOffer.ToString();

        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}

1 reference
private void button8_Click(object sender, EventArgs e)
{
    if (buttonFlag[7])
    {
        return;
    }

    buttonFlag[7] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[7].ToString();
    button8.Text = tempLabel;

    button8.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        pictureBox1.BringToFront();
        youWon.BringToFront();
        youWon.Visible = true;
        textBox1.BringToFront();
        textBox1.Visible = true;
        textBox1.Text = tempLabel;
        restart.BringToFront();
        restart.Visible = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer "+ newOffer.ToString();

        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}
```

```csharp
1 reference
private void button9_Click(object sender, EventArgs e)
{
    if (buttonFlag[8])
    {
        return;
    }

    buttonFlag[8] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[8].ToString();
    button9.Text = tempLabel;

    button9.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        pictureBox1.BringToFront();
        youWon.BringToFront();
        youWon.Visible = true;
        textBox1.BringToFront();
        textBox1.Visible = true;
        textBox1.Text = tempLabel;
        restart.BringToFront();
        restart.Visible = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer "+ newOffer.ToString();
        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}

1 reference
private void button10_Click(object sender, EventArgs e)
{
    if (buttonFlag[9])
    {
        return;
    }

    buttonFlag[9] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[9].ToString();
    button10.Text = tempLabel;

    button10.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        pictureBox1.BringToFront();
        youWon.BringToFront();
        youWon.Visible = true;
        textBox1.BringToFront();
        textBox1.Visible = true;
        textBox1.Text = tempLabel;
        restart.BringToFront();
        restart.Visible = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer "+ newOffer.ToString();
        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}
```

```csharp
1 reference
private void button11_Click(object sender, EventArgs e)
{
    if (buttonFlag[10])
    {
        return;
    }

    buttonFlag[10] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[10].ToString();
    button11.Text = tempLabel;

    button11.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        pictureBox1.BringToFront();
        youWon.BringToFront();
        youWon.Visible = true;
        textBox1.BringToFront();
        textBox1.Visible = true;
        textBox1.Text = tempLabel;
        restart.BringToFront();
        restart.Visible = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer "+ newOffer.ToString();

        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}

1 reference
private void button12_Click(object sender, EventArgs e)
{
    if (buttonFlag[11])
    {
        return;
    }

    buttonFlag[11] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[11].ToString();
    button12.Text = tempLabel;

    button12.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        pictureBox1.BringToFront();
        youWon.BringToFront();
        youWon.Visible = true;
        textBox1.BringToFront();
        textBox1.Visible = true;
        textBox1.Text = tempLabel;
        restart.BringToFront();
        restart.Visible = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer "+ newOffer.ToString();

        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}
```

```csharp
1 reference
private void button13_Click(object sender, EventArgs e)
{
    if (buttonFlag[12])
    {
        return;
    }

    buttonFlag[12] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[12].ToString();
    button13.Text = tempLabel;

    button13.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        pictureBox1.BringToFront();
        youWon.BringToFront();
        youWon.Visible = true;
        textBox1.BringToFront();
        textBox1.Visible = true;
        textBox1.Text = tempLabel;
        restart.BringToFront();
        restart.Visible = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer "+ newOffer.ToString();
        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}

1 reference
private void button14_Click(object sender, EventArgs e)
{
    if (buttonFlag[13])
    {
        return;
    }

    buttonFlag[13] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[13].ToString();
    button14.Text = tempLabel;

    button14.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        pictureBox1.BringToFront();
        youWon.BringToFront();
        youWon.Visible = true;
        textBox1.BringToFront();
        textBox1.Visible = true;
        textBox1.Text = tempLabel;
        restart.BringToFront();
        restart.Visible = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer "+ newOffer.ToString();
        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}
```

```csharp
1 reference
private void button15_Click(object sender, EventArgs e)
{
    if (buttonFlag[14])
    {
        return;
    }

    buttonFlag[14] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[14].ToString();
    button15.Text = tempLabel;

    button15.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        finalValue = getFinalValue();
        MessageBox.Show("Game is over. You won" + finalValue.ToString());
        accept = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer "+ newOffer.ToString();

        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}

1 reference
private void button16_Click(object sender, EventArgs e)
{
    if (buttonFlag[15])
    {
        return;
    }

    buttonFlag[15] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[15].ToString();
    button16.Text = tempLabel;

    button16.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        pictureBox1.BringToFront();
        youWon.BringToFront();
        youWon.Visible = true;
        textBox1.BringToFront();
        textBox1.Visible = true;
        textBox1.Text = tempLabel;
        restart.BringToFront();
        restart.Visible = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer "+ newOffer.ToString();

        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}
```

```csharp
1 reference
private void button17_Click(object sender, EventArgs e)
{
    if (buttonFlag[16])
    {
        return;
    }

    buttonFlag[16] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[16].ToString();
    button17.Text = tempLabel;

    button17.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        pictureBox1.BringToFront();
        youWon.BringToFront();
        youWon.Visible = true;
        textBox1.BringToFront();
        textBox1.Visible = true;
        textBox1.Text = tempLabel;
        restart.BringToFront();
        restart.Visible = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer " + newOffer.ToString();

        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}
```

```csharp
1 reference
private void button18_Click(object sender, EventArgs e)
{
    if (buttonFlag[17])
    {
        return;
    }

    buttonFlag[17] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[17].ToString();
    button18.Text = tempLabel;

    button18.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        pictureBox1.BringToFront();
        youWon.BringToFront();
        youWon.Visible = true;
        textBox1.BringToFront();
        textBox1.Visible = true;
        textBox1.Text = tempLabel;
        restart.BringToFront();
        restart.Visible = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer " + newOffer.ToString();

        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}
```

```csharp
1 reference
private void button19_Click(object sender, EventArgs e)
{
    if (buttonFlag[18])
    {
        return;
    }

    buttonFlag[18] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[18].ToString();
    button19.Text = tempLabel;

    button19.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        pictureBox1.BringToFront();
        youWon.BringToFront();
        youWon.Visible = true;
        textBox1.BringToFront();
        textBox1.Visible = true;
        textBox1.Text = tempLabel;
        restart.BringToFront();
        restart.Visible = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer " + newOffer.ToString();

        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}
```

```csharp
1 reference
private void button20_Click(object sender, EventArgs e)
{
    if (buttonFlag[19])
    {
        return;
    }

    buttonFlag[19] = true;

    if (accept)
    {
        return;
    }

    offerCounter++;

    tempLabel = buttonLists[19].ToString();
    button20.Text = tempLabel;

    button20.BackColor = Color.DarkGray;
    checker(tempLabel);

    banker.Text = "You opened " + tempLabel + ".";

    CallZero(tempLabel);

    if (offerCounter == 20)
    {
        pictureBox1.BringToFront();
        youWon.BringToFront();
        youWon.Visible = true;
        textBox1.BringToFront();
        textBox1.Visible = true;
        textBox1.Text = tempLabel;
        restart.BringToFront();
        restart.Visible = true;
    }

    else
    {
        if ((offerCounter % 3) == 0)
        {
            GenerateNewOffer();
            MessageBox.Show("You have recieved an offer!");
            banker.Text = "You have a new offer " + newOffer.ToString();

        }

        else
        {
            offerRemainder = 3 - (offerCounter % 3);
            banker.Text += "Open " + offerRemainder.ToString() + "more briefcase for a new offer.";
        }
    }
}
```

- This event ends the round and showing the offer you accepted.

```csharp
1 reference
private void button23_Click(object sender, EventArgs e)
{
    pictureBox1.BringToFront();
    youWon.BringToFront();
    youWon.Visible = true;
    textBox1.BringToFront();
    textBox1.Visible = true;
    textBox1.Text = newOffer.ToString();
    restart.BringToFront();
    restart.Visible = true;
}
```

- This event restarts the game, opening a new game form.

```csharp
1 reference
private void restart_Click(object sender, EventArgs e)
{
    Game game = new Game();
    game.Show();
    this.Close();

}
```

- This event opens the MainMenu form.

```csharp
1 reference
private void button22_Click(object sender, EventArgs e)
{
    this.Close();
    MainMenu menu = new MainMenu();
    menu.Show();
}
```