{

public partial class Easy : Form

{

//Declare Variable

bool goup;

bool godown;

bool goleft;

bool goright;

//speed of character

int speed = 8;

//Speed of enemy

int enemy1 = 8;

int enemy2 = 8;

//Score

int score = 0;

//Health and Time

int lives = 100;

int timeleft = 300;

public Easy()

{

InitializeComponent();

//You win label (hidden to shown)

lblWin.Visible = false;

// You lose label (hidden to shown)

lblLose.Visible = false;

//Main menu button

btnMenu.Visible = false;

}

private void KeyIsDown(object sender, KeyEventArgs e)

{

//Checks to see if key ‘a’ is pressed, if so, set the movement to true

if (e.KeyCode == Keys.A)

{

goleft = true;

//mouse.image = properties.Recources.Left;

}

//Checks to see if key ‘d’ is pressed, if so, set the movement to true

if (e.KeyCode == Keys.D)

{

goright = true;

//mouse.image = properties.Recources.Right;

}

//Checks to see if key ‘w’ is pressed, if so, set the movement to true

if (e.KeyCode == Keys.W)

{

goup = true;

//mouse.image = properties.Recources.Up;

}

//Checks to see if key ‘s’ is pressed, if so, set the movement to true

if (e.KeyCode == Keys.S)

{

godown = true;

//mouse.image = properties.Recources.down;

}

}

private void KeyIsUp(object sender, KeyEventArgs e)

{

//Checks to see if key ‘a’ has been let go, if so, set the movement to false

if (e.KeyCode == Keys.A)

{

goleft = false;

}

//Checks to see if key ‘d’ has been let go, if so, set the movement to false

if (e.KeyCode == Keys.D)

{

goright = false;

}

//Checks to see if key ‘w’ has been let go, if so, set the movement to false

if (e.KeyCode == Keys.W)

{

goup = false;

}

//Checks to see if key ‘s’ has been let go, if so, set the movement to false

if (e.KeyCode == Keys.S)

{

godown = false;

}

}

private void timer1\_Tick(object sender, EventArgs e)

{

//show score on board

lblScore.Text = "Score: " + score;

//show lives on board

lblLives.Text = "Lives: " + lives;

//show time left on board

lblTime.Text = timeleft + "seconds: ";

//Checks the score

if (score == 3)

{

//Sets label text

lblWin.Text = "You Win";

//Allows label to be visible

lblWin.Visible = true;

//allows menu button to be visible

btnMenu.Visible = true;

//Stops timer 1

timer1.Stop();

//Stops timer 2

timer2.Stop();

}

//Player movement

//Left

if (goleft)

{

pbX.Left -= speed;

}

//Right

if (goright)

{

pbX.Left += speed;

}

if (goup)

//Up

{

pbX.Top -= speed;

}

//Down

if (godown)

{

pbX.Top += speed;

}

//Moving enemies

pbEnemy1.Left += enemy1;

pbEnemy2.Left += enemy2;

//If hits wall, moves in opposite direction

if (pbEnemy1.Bounds.IntersectsWith(pbWall1.Bounds))

{

enemy1 = -enemy1;

}

//

if (pbEnemy1.Bounds.IntersectsWith(pbWall2.Bounds))

{

enemy1 = -enemy1;

}

//Moves the 2nd enemy

if (pbEnemy2.Bounds.IntersectsWith(pbWall3.Bounds))

{

enemy2 = -enemy2;

}

//

if (pbEnemy2.Bounds.IntersectsWith(pbWall4.Bounds))

{

enemy2 = -enemy2;

}

//for loop to check for walls, enemies and robux

foreach (Control x in this.Controls)

{

//First check is if any PictureBoxes are tagged enemy

if (x is PictureBox && x.Tag == "enemy")

{

//checks If touching

if (((PictureBox)x).Bounds.IntersectsWith(pbX.Bounds))

{

pbX.Left = 0;

pbX.Top = 25;

lives = lives - 20;

if (lives == 0)

{

lblLives.Text = "Lives 0";

lblLose.Text = "GAME OVER";

lblLose.Visible = true;

btnMenu.Visible = true;

timer1.Stop();

timer2.Stop();

}

}

}

//Checking for robux

if (x is PictureBox && x.Tag == "robux")

{

//If the Robux is touching character

if (((PictureBox)x).Bounds.IntersectsWith(pbX.Bounds))

{

this.Controls.Remove(x); //Removes this robux

score++; //Adds to score

}

}

if (x is PictureBox && x.Tag == "wall")

{

//If the Robux is touching character

//If(((PictureBox)x).Bounds.InteractsWith(jah.bounds))

lives = lives - 2;

}

//end of for loop

}

//end of timer1\_tick

}

private void timer2\_Tick(object sender, EventArgs e)

{

// checks to see how much time is left

if (timeleft > 0)

{

// displays the time left

timeleft = timeleft - 1;

lblTime.Text = timeleft + " seconds";

}

else

{

timer2.Stop();

timer1.Stop();

lblWin.Text = "GAME OVER";

lblWin.Visible = true;

btnMenu.Visible = true;

}

}

private void btnMenu\_Click(object sender, EventArgs e)

{

this.Hide();

new Form1().Show();

}

private void Easy\_Load(object sender, EventArgs e)

{

}

}

}