Public Class Form1

Dim yspeed As Integer = 0

Dim gravity As Integer = 2

Dim pipe(1) As PictureBox

Dim topPipe(1) As PictureBox

Dim gapBetweenpipes As Integer = 480

Dim pipespeed As Single = 10

Private Sub Form1\_KeyDown(ByVal sender As Object, ByVal e As System.Windows.Forms.KeyEventArgs) Handles Me.KeyDown

If e.KeyCode = Keys.Space Then

yspeed = -15

End If

End Sub

Private Sub Form1\_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load

Randomize()

Timer1.Enabled = True

CreatePipes(1)

CreateTopPipes(1)

End Sub

Private Sub Timer1\_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Timer1.Tick

yspeed += gravity

PictureBox1.Top += yspeed

For i = 0 To 1

pipe(i).Left -= pipespeed

topPipe(i).Left -= pipespeed

If collision(pipe(i), PictureBox1) Or collision(topPipe(i), PictureBox1) = True Then

Application.Exit()

End If

If pipe(i).Left < 0 Then

pipe(i).Left += 400

topPipe(i).Left += 400

pipe(i).Top = 70 + 290 \* Rnd()

topPipe(i).Top = pipe(i).Top - gapBetweenpipes

End If

Next

End Sub

Private Sub CreatePipes(ByVal Number As Integer)

Dim i As Integer = 0

For i = 0 To Number

Dim temp As New PictureBox

Me.Controls.Add(temp)

temp.Width = 50

temp.Height = 350

temp.BorderStyle = BorderStyle.FixedSingle

temp.BackColor = Color.Red

temp.Top = 70 + 300 \* Rnd()

temp.Left = (i \* 200) + 290

pipe(i) = temp

pipe(i).Visible = True

Next

End Sub

Private Sub CreateTopPipes(ByVal Number As Integer)

Dim i As Integer = 0

For i = 0 To Number

Dim temp As New PictureBox

Me.Controls.Add(temp)

temp.Width = 50

temp.Height = 350

temp.BorderStyle = BorderStyle.FixedSingle

temp.BackColor = Color.Red

temp.Top = pipe(1).Top - gapBetweenpipes

temp.Left = (i \* 200) + 290

topPipe(i) = temp

topPipe(i).Visible = True

Next

End Sub

Private Function collision(ByVal object1 As Object, ByVal object2 As Object) As Boolean

Dim Collided As Boolean = False

If object1.Top + object1.Height >= object2.Top And \_

object2.Top + object2.Height >= object1.Top And \_

object1.Left + object1.Width >= object2.Left And \_

object2.Left + object2.Width >= object1.Left And object1.visible = True And object2.visible = True Then

Collided = True

End If

Return Collided

End Function

End Class