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VB Final Code

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**VB Final Code:**

**Main Form:**

'Project Name: VB Final Project "Monster Adventures"

'Project Purpose: Play to be a monster and explore the world

'Created/revised by: Kamaljot Singh on May 22, 2016

Option Explicit On

Option Strict On

Option Infer Off

Public Class MainForm

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

'Makes title transparent to the background Picture

LBtitle.Parent = pbstartbackground

PBintromonsterfly.Parent = pbstartbackground

PBintroskull.Parent = pbstartbackground

PBintroMonster.Parent = pbstartbackground

'enables timer 1 to start fade in anaimation during load

Timer1.Enabled = True

Timer2.Enabled = True

'play background music

My.Computer.Audio.Play(My.Resources.TombRaider, AudioPlayMode.BackgroundLoop)

End Sub

Private Sub Btnquit\_Click(sender As Object, e As EventArgs) Handles Btnquit.Click

Me.Close()

End Sub

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

Me.Opacity = Me.Opacity + 0.1 'increment opacity by 0.1

If Me.Opacity >= 1 Then

Timer1.Enabled = False 'diables timer

Me.Opacity = 1

End If

End Sub

Private Sub Timer2\_Tick(sender As Object, e As EventArgs) Handles Timer2.Tick

LBtitle.Text = "Monster Adventures"

LBtitle.Visible = Not (LBtitle.Visible)

End Sub

Private Sub Btnstart\_Click(sender As Object, e As EventArgs) Handles Btnstart.Click

Me.Hide()

CharacterSel.Show()

End Sub

Private Sub Button1\_Click(sender As Object, e As EventArgs) Handles Button1.Click

Me.Hide()

Phantum.Show()

My.Computer.Audio.Stop()

My.Computer.Audio.Play(My.Resources.TwlightZone, AudioPlayMode.BackgroundLoop)

End Sub

End Class

**Character Selection:**

Public Class CharacterSel

Private Sub btnOk\_Click(sender As Object, e As EventArgs) Handles btnOk.Click

If Monster1RadBtn.Checked Then

'replace character selection in each map

GreenLdsc.MainMonster.Image = Mainmonster.Image

FirstLand.MainMonster.Image = Mainmonster.Image

LavaLdsc.MainMonster.Image = Mainmonster.Image

BrickLdsc.MainMonster.Image = Mainmonster.Image

Lava2.MainMonster.Image = Mainmonster.Image

Lava3.MainMonster.Image = Mainmonster.Image

Phantum.MainMonster.Image = Mainmonster.Image

GroupBox1.Visible = False

btnOk.Visible = False

Me.Focus()

Me.Hide()

WelcomeForm.Show()

ElseIf Monster2RadBtn.Checked Then

'replace character selection in each map

GreenLdsc.MainMonster.Image = Monster2.Image

FirstLand.MainMonster.Image = Monster2.Image

LavaLdsc.MainMonster.Image = Monster2.Image

BrickLdsc.MainMonster.Image = Monster2.Image

Lava2.MainMonster.Image = Monster2.Image

Lava3.MainMonster.Image = Monster2.Image

Phantum.MainMonster.Image = Monster2.Image

GroupBox1.Visible = False

Mainmonster.Image = Monster2.Image

btnOk.Visible = False

Me.Focus()

Me.Hide()

WelcomeForm.Show()

End If

Mainmonster.Visible = True

End Sub

Private Sub Form7\_Load(sender As Object, e As EventArgs) Handles MyBase.Load

'make transparent with the background picture

Mainmonster.Parent = PbBackground

Monster2.Parent = PbBackground

GroupBox1.Parent = PbBackground

LbChooseMonster.Parent = PbBackground

End Sub

End Class

**Welcome Form:**

Public Class WelcomeForm

Dim Text As String

Dim LL, II, PP As Integer

Private Sub Btnnext\_Click(sender As Object, e As EventArgs) Handles Btnnext.Click

Me.Hide()

My.Computer.Audio.Stop()

FirstLand.Show()

End Sub

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

Lbinstructions.Text = Lbinstructions.Text + Mid(Text, II, 1)

If II > LL Then

II = 0

Lbinstructions.Text = ""

End If

II = II + 1

End Sub

Private Sub Form2\_Load(sender As Object, e As EventArgs) Handles MyBase.Load

Text = "Hello Monster... Welcome to Monsteropia where you can explore a world full of adventure, thrill and excitement. Click the next Button to start your journey."

LL = Len(Text)

II = 1

PP = 1

End Sub

End Class

**First Landscape Form:**

Public Class FirstLand

Private Sub Form3\_Load(sender As Object, e As EventArgs) Handles MyBase.Load

MainMonster.Parent = pbBackground

'play background music

My.Computer.Audio.Play(My.Resources.BloodBorne, AudioPlayMode.BackgroundLoop)

End Sub

Private Sub Form3\_KeyDown(sender As Object, e As KeyEventArgs) Handles Me.KeyDown

'Declare variables

Dim prevx As Integer = MainMonster.Left

Dim prevy As Integer = MainMonster.Top

'Menu KeyPress Options

If e.KeyCode = Keys.M Then

Me.Hide()

Menu1.Show()

End If

'Monster Movement with keyboard

Select Case e.KeyCode

Case Keys.D

MainMonster.Left += 9

Case Keys.A

MainMonster.Left -= 9

Case Keys.W

MainMonster.Top -= 9

Case Keys.S

MainMonster.Top += 9

'Movement with arrow keys

Case Keys.Right

MainMonster.Left += 9

Case Keys.Left

MainMonster.Left -= 9

Case Keys.Up

MainMonster.Top -= 9

Case Keys.Down

MainMonster.Top += 9

End Select

'setting instructions

If testcollision(MainMonster, instructions1) = True Then

lbinstructions1.Visible = True

ElseIf testcollision(MainMonster, instructions2) = True Then

lbinstructions2.Visible = True

ElseIf testcollision(MainMonster, instructions3) = True Then

lbinstructions3.Visible = True

ElseIf testcollision(MainMonster, instructions4) = True Then

lbinstructions4.Visible = True

ElseIf testcollision(MainMonster, instructions5) = True Then

lbinstructions3.Visible = True

Else

lbinstructions1.Visible = False

lbinstructions2.Visible = False

lbinstructions3.Visible = False

lbinstructions4.Visible = False

lbinstructions3.Visible = False

End If

'being invisible under grass and tree

If testcollision(MainMonster, grass1) = True Then

MainMonster.Visible = False

ElseIf testcollision(MainMonster, grass2) = True Then

MainMonster.Visible = False

ElseIf testcollision(MainMonster, grass2) = True Then

MainMonster.Visible = False

ElseIf testcollision(MainMonster, grass3) = True Then

MainMonster.Visible = False

ElseIf testcollision(MainMonster, tree1) = True Then

MainMonster.Visible = False

ElseIf testcollision(MainMonster, tree2) = True Then

MainMonster.Visible = False

ElseIf testcollision(MainMonster, tree3) = True Then

MainMonster.Visible = False

Else MainMonster.Visible = True

End If

'setting collision with walls

If testcollision(MainMonster, WallBlock1) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, Wallblock2) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock3) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock4) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock5) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock6) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock7) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock8) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

'First EntranceBlock

If testcollision(MainMonster, EntranceBlock) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

'Collision with rocks and trees

If testcollision(MainMonster, RockBlock) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, TreeBlock) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

'Creating entrance to other maps

If MainMonster.Bounds.IntersectsWith(EntanceGreenLdsc.Bounds) Then

Me.Hide()

GreenLdsc.Show()

ElseIf MainMonster.Bounds.IntersectsWith(EntranceLava.Bounds) Then

Me.Hide()

LavaLdsc.Show()

ElseIf MainMonster.Bounds.IntersectsWith(EntranceBrickLdsc.Bounds) Then

Me.Hide()

BrickLdsc.Show()

End If

End Sub

Function testcollision(ByVal pic1 As PictureBox, ByVal pic2 As PictureBox) As Boolean

If pic1.Top < pic2.Bottom And

pic1.Left < pic2.Right And

pic1.Bottom > pic2.Top And

pic1.Right > pic2.Left Then

Return True

End If

Return False

End Function

End Class

**Green Landscape Form:**

Public Class GreenLdsc

Private Sub GreenLdsc\_KeyDown(sender As Object, e As KeyEventArgs) Handles Me.KeyDown

'Declare variables

Dim prevx As Integer = MainMonster.Left

Dim prevy As Integer = MainMonster.Top

'Inventory Menu Key press

If e.KeyCode = Keys.I Then

'Monster Movement with keyboard

End If

Select Case e.KeyCode

Case Keys.D

MainMonster.Left += 9

Case Keys.A

MainMonster.Left -= 9

Case Keys.W

MainMonster.Top -= 9

Case Keys.S

MainMonster.Top += 9

'Movement with arrow keys

Case Keys.Right

MainMonster.Left += 9

Case Keys.Left

MainMonster.Left -= 9

Case Keys.Up

MainMonster.Top -= 9

Case Keys.Down

MainMonster.Top += 9

End Select

'setting collision with outsidewalls

If testcollision(MainMonster, WallBlock1) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock2) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock3) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock4) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock5) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

'setting collision with treasurebox walls

If testcollision(MainMonster, WallBlock6) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock7) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock8) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock9) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock10) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock11) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

'setting collision with higherplatform walls

If testcollision(MainMonster, WallBlock12) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock13) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock14) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock15) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock16) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock17) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock18) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

'Collsions with trees and other objects

If testcollision(MainMonster, TreeBlock) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, TreeBlock2) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, LampBlock) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, PillowBlock) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WoodBlock) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, FountainBlock) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, woodblock2) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, woodblock3) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, woodblock4) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, woodblock5) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, TableBlock) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

'Concealing monster under trees and bushes

If testcollision(MainMonster, TreeConceal) = True Then

MainMonster.Visible = False

ElseIf testcollision(MainMonster, TreeConceal2) = True Then

MainMonster.Visible = False

ElseIf testcollision(MainMonster, TreasureChest) = True Then

MainMonster.Visible = False

ElseIf testcollision(MainMonster, BushConceal) = True Then

MainMonster.Visible = False

ElseIf testcollision(MainMonster, BushConceal2) = True Then

MainMonster.Visible = False

Else : MainMonster.Visible = True

End If

'Collision with treasure Chest Message Box

If testcollision(MainMonster, TreasureChest) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

BtnTreasureNo.Visible = True

BtnTreasureYes.Visible = True

LbTreasurechest.Visible = True

Else

BtnTreasureNo.Visible = False

BtnTreasureYes.Visible = False

LbTreasurechest.Visible = False

End If

'Collision with Crack Monster

If testcollision(MainMonster, CrackMonster) = True Then

Lbcrackinfo.Visible = True

Else

Lbcrackinfo.Visible = False

End If

'Collision with Crack station Message Box

If testcollision(MainMonster, CrackBlock) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

BtnCrackNo.Visible = True

BtnCrackYes.Visible = True

LbCrackStation.Visible = True

Else

BtnCrackNo.Visible = False

BtnCrackYes.Visible = False

LbCrackStation.Visible = False

End If

'Creating entrance to firstland

If MainMonster.Bounds.IntersectsWith(EntranceFirstLand.Bounds) Then

Me.Hide()

FirstLand.Show()

End If

End Sub

Private Sub BtnCrackNo\_Click(sender As Object, e As EventArgs) Handles BtnCrackNo.Click

' Crack Station button NO

BtnCrackNo.Visible = False

BtnCrackYes.Visible = False

LbCrackStation.Visible = False

Me.Focus()

End Sub

Private Sub BtnCrackYes\_Click(sender As Object, e As EventArgs) Handles BtnCrackYes.Click

' Crack Station button YES

BtnCrackNo.Visible = False

BtnCrackYes.Visible = False

LbCrackStation.Visible = False

Me.Focus()

Me.Hide()

CrackParty.Show()

End Sub

Private Sub BtnTreasureNo\_Click(sender As Object, e As EventArgs) Handles BtnTreasureNo.Click

'TreasureChest Message btn NO

BtnTreasureNo.Visible = False

BtnTreasureYes.Visible = False

LbTreasurechest.Visible = False

'keep focus on the form

Me.Focus()

End Sub

Private Sub BtnTreasureYes\_Click(sender As Object, e As EventArgs) Handles BtnTreasureYes.Click

'TreasureChest Message btn YES

BtnTreasureNo.Visible = False

BtnTreasureYes.Visible = False

LbTreasurechest.Visible = False

Me.Focus()

Me.Hide()

TrasureChest.Show()

End Sub

'Function For collisions

Function testcollision(ByVal pic1 As PictureBox, ByVal pic2 As PictureBox) As Boolean

If pic1.Top < pic2.Bottom And

pic1.Left < pic2.Right And

pic1.Bottom > pic2.Top And

pic1.Right > pic2.Left Then

Return True

End If

Return False

End Function

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

MainMonster.Parent = pbBackground

End Sub

End Class

**Brick Landscape Form:**

Public Class BrickLdsc

Private Sub BrickLdsc\_KeyDown(sender As Object, e As KeyEventArgs) Handles Me.KeyDown

'Declare variables

Dim prevx As Integer = MainMonster.Left

Dim prevy As Integer = MainMonster.Top

Dim button As DialogResult

'Monster Movement with keyboard w,a,s,d keys

Select Case e.KeyCode

Case Keys.D

MainMonster.Left += 9

Case Keys.A

MainMonster.Left -= 9

Case Keys.W

MainMonster.Top -= 9

Case Keys.S

MainMonster.Top += 9

'Movement with arrow keys

Case Keys.Right

MainMonster.Left += 9

Case Keys.Left

MainMonster.Left -= 9

Case Keys.Up

MainMonster.Top -= 9

Case Keys.Down

MainMonster.Top += 9

End Select

'setting collision with outside walls

If testcollision(MainMonster, WallBlock1) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock2) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock3) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock4) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock5) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

'setting collision with inside walls

If testcollision(MainMonster, WallBlock6) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock7) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock8) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock9) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock10) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock13) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock11) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock12) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock14) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock15) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock16) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock17) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock18) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock19) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock20) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock21) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock22) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock23) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock24) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If MainMonster.Bounds.IntersectsWith(EntranceFirstLand.Bounds) Then

Me.Hide()

FirstLand.Show()

End If

'setting collision with canons

If testcollision(MainMonster, Canon1) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

ElseIf testcollision(MainMonster, Canon2) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

ElseIf testcollision(MainMonster, Canon3) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

ElseIf testcollision(MainMonster, Canon4) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

ElseIf testcollision(MainMonster, Canon5) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

ElseIf testcollision(MainMonster, Canon6) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

ElseIf testcollision(MainMonster, Canon7) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

ElseIf testcollision(MainMonster, Canon2) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

ElseIf testcollision(MainMonster, Canon8) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

ElseIf testcollision(MainMonster, Canon9) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

ElseIf testcollision(MainMonster, Canon10) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

ElseIf testcollision(MainMonster, Canon11) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

ElseIf testcollision(MainMonster, Canon12) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

ElseIf testcollision(MainMonster, Canon13) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

'Collsion with Gamble Monster

If testcollision(MainMonster, GambleMonster) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

LbGamble.Visible = True

Else

LbGamble.Visible = False

End If

'Collsion with Gamble Block

If testcollision(MainMonster, GambleBlock) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

GambleMessage.Visible = True

BtnNoGamble.Visible = True

BtnYesGamble.Visible = True

BtnNoGamble.BringToFront()

BtnYesGamble.BringToFront()

Else

GambleMessage.Visible = False

BtnNoGamble.Visible = False

BtnYesGamble.Visible = False

End If

'Collision with Loan Monster

If testcollision(MainMonster, LoanMonster) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

LbMonsterLoan.Visible = True

Else

LbMonsterLoan.Visible = False

End If

'Collsion with Loan Block

If testcollision(MainMonster, LoanBlock) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

LoanMessage.Visible = True

BtnNoLoan.Visible = True

BtnYesLoan.Visible = True

BtnNoLoan.BringToFront()

BtnYesLoan.BringToFront()

Else

LoanMessage.Visible = False

BtnNoLoan.Visible = False

BtnYesLoan.Visible = False

End If

'Collision with Computer TextTOSpeech Monster

If testcollision(MainMonster, AIMonster) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

LbAIinfo.Visible = True

Else

LbAIinfo.Visible = False

End If

'Collision with Portal

If testcollision(MainMonster, Portal) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

Me.Hide()

Me.Focus()

My.Computer.Audio.Stop()

My.Computer.Audio.Play(My.Resources.TwlightZone, AudioPlayMode.BackgroundLoop)

Phantum.Show()

End If

'Collsions with computer

If testcollision(MainMonster, ComputerIA) = True Then

button = MessageBox.Show("Enable text to speech form", "IA",

MessageBoxButtons.YesNo, MessageBoxIcon.None, MessageBoxDefaultButton.Button1)

If button = DialogResult.Yes Then

Me.Hide()

Me.Focus()

My.Computer.Audio.Stop()

My.Computer.Audio.Play(My.Resources.AIVB, AudioPlayMode.BackgroundLoop)

TextToSpeech.Show()

End If

End If

'setting collision with bullet

If testcollision(MainMonster, bullet1) = True Then

button = MessageBox.Show("Would You Like To Play Again", "Game Over",

MessageBoxButtons.YesNo, MessageBoxIcon.None, MessageBoxDefaultButton.Button1)

If button = DialogResult.Yes Then

'Closes all open forms and starts from the beginning

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

LavaLdsc.Close()

Lava2.Close()

Lava3.Close()

MainForm.Show()

My.Computer.Audio.Stop()

My.Computer.Audio.Play(My.Resources.TombRaider, AudioPlayMode.BackgroundLoop)

Me.Focus()

Else

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

LavaLdsc.Close()

Lava2.Close()

Lava3.Close()

MainForm.Close()

My.Computer.Audio.Stop()

End If

End If

If testcollision(MainMonster, bullet2) = True Then

button = MessageBox.Show("Would You Like To Play Again", "Game Over",

MessageBoxButtons.YesNo, MessageBoxIcon.None, MessageBoxDefaultButton.Button1)

If button = DialogResult.Yes Then

'Closes all open forms and starts from the beginning

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

LavaLdsc.Close()

Lava2.Close()

Lava3.Close()

MainForm.Show()

My.Computer.Audio.Stop()

My.Computer.Audio.Play(My.Resources.TombRaider, AudioPlayMode.BackgroundLoop)

Me.Focus()

Else

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

LavaLdsc.Close()

Lava2.Close()

Lava3.Close()

MainForm.Close()

My.Computer.Audio.Stop()

End If

End If

If testcollision(MainMonster, bullet3) = True Then

button = MessageBox.Show("Would You Like To Play Again", "Game Over",

MessageBoxButtons.YesNo, MessageBoxIcon.None, MessageBoxDefaultButton.Button1)

If button = DialogResult.Yes Then

'Closes all open forms and starts from the beginning

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

LavaLdsc.Close()

Lava2.Close()

Lava3.Close()

My.Computer.Audio.Stop()

MainForm.Show()

My.Computer.Audio.Play(My.Resources.TombRaider, AudioPlayMode.BackgroundLoop)

Me.Focus()

Else

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

LavaLdsc.Close()

Lava2.Close()

Lava3.Close()

MainForm.Close()

My.Computer.Audio.Stop()

End If

End If

If testcollision(MainMonster, bullet4) = True Then

button = MessageBox.Show("Would You Like To Play Again", "Game Over",

MessageBoxButtons.YesNo, MessageBoxIcon.None, MessageBoxDefaultButton.Button1)

If button = DialogResult.Yes Then

'Closes all open forms and starts from the beginning

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

LavaLdsc.Close()

Lava2.Close()

Lava3.Close()

MainForm.Show()

My.Computer.Audio.Stop()

My.Computer.Audio.Play(My.Resources.TombRaider, AudioPlayMode.BackgroundLoop)

Me.Focus()

Else

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

LavaLdsc.Close()

Lava2.Close()

Lava3.Close()

MainForm.Close()

My.Computer.Audio.Stop()

End If

End If

If testcollision(MainMonster, bullet5) = True Then

button = MessageBox.Show("Would You Like To Play Again", "Game Over",

MessageBoxButtons.YesNo, MessageBoxIcon.None, MessageBoxDefaultButton.Button1)

If button = DialogResult.Yes Then

'Closes all open forms and starts from the beginning

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

LavaLdsc.Close()

Lava2.Close()

Lava3.Close()

MainForm.Show()

My.Computer.Audio.Stop()

My.Computer.Audio.Play(My.Resources.TombRaider, AudioPlayMode.BackgroundLoop)

Me.Focus()

Else

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

LavaLdsc.Close()

Lava2.Close()

Lava3.Close()

MainForm.Close()

My.Computer.Audio.Stop()

End If

End If

If testcollision(MainMonster, bullet6) = True Then

button = MessageBox.Show("Would You Like To Play Again", "Game Over",

MessageBoxButtons.YesNo, MessageBoxIcon.None, MessageBoxDefaultButton.Button1)

If button = DialogResult.Yes Then

'Closes all open forms and starts from the beginning

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

LavaLdsc.Close()

Lava2.Close()

Lava3.Close()

MainForm.Show()

My.Computer.Audio.Stop()

My.Computer.Audio.Play(My.Resources.TombRaider, AudioPlayMode.BackgroundLoop)

Me.Focus()

Else

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

LavaLdsc.Close()

Lava2.Close()

Lava3.Close()

MainForm.Close()

My.Computer.Audio.Stop()

End If

End If

If testcollision(MainMonster, bullet7) = True Then

button = MessageBox.Show("Would You Like To Play Again", "Game Over",

MessageBoxButtons.YesNo, MessageBoxIcon.None, MessageBoxDefaultButton.Button1)

If button = DialogResult.Yes Then

'Closes all open forms and starts from the beginning

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

LavaLdsc.Close()

Lava2.Close()

Lava3.Close()

My.Computer.Audio.Stop()

MainForm.Show()

My.Computer.Audio.Play(My.Resources.TombRaider, AudioPlayMode.BackgroundLoop)

Me.Focus()

Else

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

LavaLdsc.Close()

Lava2.Close()

Lava3.Close()

MainForm.Close()

My.Computer.Audio.Stop()

End If

End If

End Sub

Private Sub BtnNoGamble\_Click(sender As Object, e As EventArgs) Handles BtnNoGamble.Click

'No Button on Gamble Message

GambleMessage.Visible = False

BtnNoGamble.Visible = False

BtnYesGamble.Visible = False

Me.Focus()

End Sub

Private Sub BtnYesGamble\_Click(sender As Object, e As EventArgs) Handles BtnYesGamble.Click

'YES Button on Gamble Message

GambleMessage.Visible = False

BtnNoGamble.Visible = False

BtnYesGamble.Visible = False

Me.Focus()

Me.Hide()

My.Computer.Audio.Stop()

Gamble.Show()

My.Computer.Audio.Play(My.Resources.ThatsLifeVB, AudioPlayMode.BackgroundLoop)

End Sub

Private Sub BtnNoLoan\_Click(sender As Object, e As EventArgs) Handles BtnNoLoan.Click

'No Button on Loan Message

LoanMessage.Visible = False

BtnNoLoan.Visible = False

BtnYesLoan.Visible = False

Me.Focus()

End Sub

Private Sub BtnYesLoan\_Click(sender As Object, e As EventArgs) Handles BtnYesLoan.Click

'YES Button on Loan Message

LoanMessage.Visible = False

BtnNoLoan.Visible = False

BtnYesLoan.Visible = False

Me.Focus()

Me.Hide()

MonsterLoan.Show()

End Sub

'Function For collisions

Function testcollision(ByVal pic1 As PictureBox, ByVal pic2 As PictureBox) As Boolean

If pic1.Top < pic2.Bottom And

pic1.Left < pic2.Right And

pic1.Bottom > pic2.Top And

pic1.Right > pic2.Left Then

Return True

End If

Return False

End Function

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

'turn timer 1 on

Timer1.Enabled = True

'make objects transparent to their backgrounds

MainMonster.Parent = pbBackground

bullet1.Parent = pbBackground

bullet2.Parent = pbBackground

bullet3.Parent = pbBackground

bullet4.Parent = pbBackground

bullet5.Parent = pbBackground

bullet6.Parent = pbBackground

bullet7.Parent = pbBackground

ComputerIA.Parent = pbBackground

End Sub

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

'make bullet move across

bullet1.Top -= 1

bullet2.Top -= 1

bullet3.Top -= 1

bullet4.Top -= 1

bullet5.Top -= 1

bullet6.Top -= 1

bullet7.Top -= 1

If bullet1.Bounds.IntersectsWith(canonblock1.Bounds) Then

bullet1.Left = 117

bullet1.Top = 490

ElseIf bullet2.Bounds.IntersectsWith(canonblock1.Bounds) Then

bullet2.Left = 224

bullet2.Top = 490

ElseIf bullet3.Bounds.IntersectsWith(canonblock1.Bounds) Then

bullet3.Left = 330

bullet3.Top = 490

ElseIf bullet4.Bounds.IntersectsWith(canonblock1.Bounds) Then

bullet4.Left = 433

bullet4.Top = 490

ElseIf bullet5.Bounds.IntersectsWith(canonblock1.Bounds) Then

bullet5.Left = 540

bullet5.Top = 490

ElseIf bullet6.Bounds.IntersectsWith(canonblock1.Bounds) Then

bullet6.Left = 646

bullet6.Top = 490

Else bullet7.Bounds.IntersectsWith(canonblock1.Bounds)

bullet7.Left = 750

bullet7.Top = 490

End If

End Sub

End Class

**Lava Landscape Form:**

Public Class LavaLdsc

Private Sub LavaLdsc\_KeyDown(sender As Object, e As KeyEventArgs) Handles Me.KeyDown

'Declare variables

Dim prevx As Integer = MainMonster.Left

Dim prevy As Integer = MainMonster.Top

Dim Button As DialogResult

'Monster Movement with keyboard

Select Case e.KeyCode

Case Keys.D

MainMonster.Left += 9

Case Keys.A

MainMonster.Left -= 9

Case Keys.W

MainMonster.Top -= 9

Case Keys.S

MainMonster.Top += 9

'Movement with arrow keys

Case Keys.Right

MainMonster.Left += 9

Case Keys.Left

MainMonster.Left -= 9

Case Keys.Up

MainMonster.Top -= 9

Case Keys.Down

MainMonster.Top += 9

End Select

'setting collision with walls

If testcollision(MainMonster, WallBlock1) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock2) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock3) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock4) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

'Black Vortex Entrance

If testcollision(MainMonster, BlackVortex) = True Then

Me.Hide()

Lava2.Show()

End If

'Lava Fall

If testcollision(MainMonster, LavaFall1) = True Then

Button = MessageBox.Show("Would You Like To Play Again", "Game Over",

MessageBoxButtons.YesNo, MessageBoxIcon.None, MessageBoxDefaultButton.Button1)

If Button = DialogResult.Yes Then

'Closes all open forms and starts from the beginning

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

BrickLdsc.Close()

Lava2.Close()

Lava3.Close()

My.Computer.Audio.Stop()

MainForm.Show()

Me.Focus()

Else

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

BrickLdsc.Close()

Lava2.Close()

Lava3.Close()

MainForm.Close()

My.Computer.Audio.Stop()

End If

End If

If testcollision(MainMonster, LavaFall2) = True Then

Button = MessageBox.Show("Would You Like To Play Again", "Game Over",

MessageBoxButtons.YesNo, MessageBoxIcon.None, MessageBoxDefaultButton.Button1)

If Button = DialogResult.Yes Then

'Closes all open forms and starts from the beginning

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

BrickLdsc.Close()

Lava2.Close()

Lava3.Close()

My.Computer.Audio.Stop()

MainForm.Show()

My.Computer.Audio.Play(My.Resources.TombRaider, AudioPlayMode.BackgroundLoop)

Me.Focus()

Else

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

BrickLdsc.Close()

Lava2.Close()

Lava3.Close()

MainForm.Close()

My.Computer.Audio.Stop()

End If

End If

If testcollision(MainMonster, LavaFall3) = True Then

Button = MessageBox.Show("Would You Like To Play Again", "Game Over",

MessageBoxButtons.YesNo, MessageBoxIcon.None, MessageBoxDefaultButton.Button1)

If Button = DialogResult.Yes Then

'Closes all open forms and starts from the beginning

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

BrickLdsc.Close()

Lava2.Close()

Lava3.Close()

My.Computer.Audio.Stop()

MainForm.Show()

My.Computer.Audio.Play(My.Resources.TombRaider, AudioPlayMode.BackgroundLoop)

Me.Focus()

Else

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

BrickLdsc.Close()

Lava2.Close()

Lava3.Close()

MainForm.Close()

My.Computer.Audio.Stop()

End If

End If

If testcollision(MainMonster, LavaFall4) = True Then

Button = MessageBox.Show("Would You Like To Play Again", "Game Over",

MessageBoxButtons.YesNo, MessageBoxIcon.None, MessageBoxDefaultButton.Button1)

If Button = DialogResult.Yes Then

'Closes all open forms and starts from the beginning

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

BrickLdsc.Close()

Lava2.Close()

Lava3.Close()

My.Computer.Audio.Stop()

MainForm.Show()

My.Computer.Audio.Play(My.Resources.TombRaider, AudioPlayMode.BackgroundLoop)

Me.Focus()

Else

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

BrickLdsc.Close()

Lava2.Close()

Lava3.Close()

MainForm.Close()

My.Computer.Audio.Stop()

End If

End If

'Entrance Collision

If MainMonster.Bounds.IntersectsWith(EntranceFirstLand.Bounds) Then

Me.Hide()

FirstLand.Show()

End If

End Sub

'Function For collisions

Function testcollision(ByVal pic1 As PictureBox, ByVal pic2 As PictureBox) As Boolean

If pic1.Top < pic2.Bottom And

pic1.Left < pic2.Right And

pic1.Bottom > pic2.Top And

pic1.Right > pic2.Left Then

Return True

End If

Return False

End Function

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

MainMonster.Parent = pbBackground

monsterLightening.Parent = pbBackground

monsterFire.Parent = pbBackground

BlackVortex.Parent = pbBackground

End Sub

End Class

**Lava 2 Landscape Form:**

Public Class Lava2

Dim score As Integer

Dim scorenumber As Integer

Dim lives As Integer = 3

Private Sub Lava2\_KeyDown(sender As Object, e As KeyEventArgs) Handles Me.KeyDown

'Declare variables

Dim prevx As Integer = MainMonster.Left

Dim prevy As Integer = MainMonster.Top

Dim randGen As New Random

Dim randomx As Integer

Dim randomy As Integer

Dim button As DialogResult

randomx = randGen.Next(64, 781)

randomy = randGen.Next(20, 439)

'Inventory Menu Key press

If e.KeyCode = Keys.I Then

'Monster Movement with keyboard

End If

Select Case e.KeyCode

Case Keys.D

MainMonster.Left += 9

Case Keys.A

MainMonster.Left -= 9

Case Keys.W

MainMonster.Top -= 9

Case Keys.S

MainMonster.Top += 9

'Movement with arrow keys

Case Keys.Right

MainMonster.Left += 9

Case Keys.Left

MainMonster.Left -= 9

Case Keys.Up

MainMonster.Top -= 9

Case Keys.Down

MainMonster.Top += 9

End Select

'setting collision with walls

If testcollision(MainMonster, WallBlock1) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock2) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock3) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock4) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

'Collision with entrance Lava1

If testcollision(MainMonster, EntranceLava1) = True Then

Me.Hide()

LavaLdsc.Show()

End If

'Collision with entrance Lava3

If testcollision(MainMonster, EntranceLava3) = True Then

button = MessageBox.Show("Congratulations on making it this far. Would you like to keep playing?", "Game Over",

MessageBoxButtons.YesNo, MessageBoxIcon.None, MessageBoxDefaultButton.Button1)

If button = DialogResult.Yes Then

MainMonster.Top = prevy

MainMonster.Left = prevx

Else

'Closes all open forms and starts from the beginning

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

LavaLdsc.Close()

BrickLdsc.Close()

Lava3.Close()

MainForm.Show()

My.Computer.Audio.Stop()

My.Computer.Audio.Play(My.Resources.TombRaider, AudioPlayMode.BackgroundLoop)

Me.Focus()

End If

End If

'Collsion with gem

If testcollision(MainMonster, Gem) = True Then

Gem.Top = randomy

Gem.Left = randomx

scorenumber += 2

score = scorenumber

LbScore.Text = "Score: " & score.ToString

End If

'Collsion with walking monster and lives

If testcollision(MainMonster, WalkingMonster1) = True Then

If lives > 1 Then

lives -= 1

LbLives.Text = "Lives: " & lives.ToString

'reset position of main monster

MainMonster.Top = 107

MainMonster.Left = 41

'reset position of Walking Monster

WalkingMonster1.Top = 384

WalkingMonster1.Left = 644

Else

lives -= 1

LbLives.Text = "Lives: 0 "

button = MessageBox.Show("Your Highest Score is " & score, "Game Over",

MessageBoxButtons.OK, MessageBoxIcon.None, MessageBoxDefaultButton.Button1)

If button = DialogResult.OK Then

'Closes all open forms and starts from the beginning

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

LavaLdsc.Close()

BrickLdsc.Close()

Lava3.Close()

MainForm.Show()

My.Computer.Audio.Stop()

My.Computer.Audio.Play(My.Resources.TombRaider, AudioPlayMode.BackgroundLoop)

Me.Focus()

End If

End If

End If

End Sub

Function testcollision(ByVal pic1 As PictureBox, ByVal pic2 As PictureBox) As Boolean

If pic1.Top < pic2.Bottom And

pic1.Left < pic2.Right And

pic1.Bottom > pic2.Top And

pic1.Right > pic2.Left Then

Return True

End If

Return False

End Function

Function Chase(ByRef object1 As Object, ByRef object2 As Object)

'if the enemy object is to the right of the player chracter, the enemy will move to the left

If object1.left + object1.width > object2.left Then

object1.left -= 4.5

End If

'if the enemy object is to the left of the player chracter, the enemy object will move tot he right

If object1.left + object1.width < object2.left Then

object1.left += 4.5

End If

'if the enemy object is lower than the player chracter, the enemy object will move up

If object1.top + object1.height > object2.top Then

object1.top -= 4.5

End If

'if the enemy object is higher than the player character, the enemy object will move down

If object1.top + object1.height < object2.top Then

object1.top += 4.5

End If

End Function

Private Sub Lava2\_Load(sender As Object, e As EventArgs) Handles MyBase.Load

MainMonster.Parent = PbBackground

EntranceLava3.Parent = PbBackground

WalkingMonster1.Parent = PbBackground

Gem.Parent = PbBackground

LbScore.Parent = PbBackground

LbLives.Parent = PbBackground

Timer1.Enabled = True

End Sub

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

'walking monster chasing you

Chase(WalkingMonster1, MainMonster)

End Sub

End Class

**Twilight Zone Landscape Form:**

Public Class Phantum

Dim randGen As New Random

Dim randomx As Integer

Dim randomy As Integer

Private Sub Phantum\_KeyDown(sender As Object, e As KeyEventArgs) Handles Me.KeyDown

'Declare variables

Dim prevx As Integer = MainMonster.Left

Dim prevy As Integer = MainMonster.Top

'Monster Movement with keyboard w,a,s,d keys

Select Case e.KeyCode

Case Keys.D

MainMonster.Left += 8

Case Keys.A

MainMonster.Left -= 8

Case Keys.W

MainMonster.Top -= 8

Case Keys.S

MainMonster.Top += 8

'Movement with arrow keys

Case Keys.Right

MainMonster.Left += 8

Case Keys.Left

MainMonster.Left -= 8

Case Keys.Up

MainMonster.Top -= 8

Case Keys.Down

MainMonster.Top += 8

End Select

'setting collision with outside walls

If testcollision(MainMonster, WallBlock1) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock2) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock3) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

If testcollision(MainMonster, WallBlock4) = True Then

MainMonster.Top = prevy

MainMonster.Left = prevx

End If

'Collision with Gold Block

If testcollision(MainMonster, GoldBlock) = True Then

'Increase size of monster

MainMonster.Top = prevy

MainMonster.Left = prevx

MainMonster.Height = 189

MainMonster.Width = 191

End If

'Collision with portal

If testcollision(MainMonster, Portal) = True Then

Me.Hide()

My.Computer.Audio.Stop()

My.Computer.Audio.Play(My.Resources.BloodBorne, AudioPlayMode.BackgroundLoop)

BrickLdsc.Show()

End If

End Sub

Function testcollision(ByVal pic1 As PictureBox, ByVal pic2 As PictureBox) As Boolean

If pic1.Top < pic2.Bottom And

pic1.Left < pic2.Right And

pic1.Bottom > pic2.Top And

pic1.Right > pic2.Left Then

Return True

End If

Return False

End Function

Function Chase(ByRef object1 As Object, ByRef object2 As Object)

randomx = randGen.Next(64, 781)

randomy = randGen.Next(20, 439)

'if the enemy object is to the right of the player chracter, the enemy will move to the left

If object1.left + object1.width > object2.left Then

object1.left = randomx

object1.top = randomy

End If

'if the enemy object is to the left of the player chracter, the enemy object will move to the right

If object1.left + object1.width < object2.left Then

object1.left = randomx

object1.top = randomy

End If

'if the enemy object is lower than the player chracter, the enemy object will move up

If object1.top + object1.height > object2.top Then

object1.left = randomx

object1.top = randomy

End If

'if the enemy object is higher than the player character, the enemy object will move down

If object1.top + object1.height < object2.top Then

object1.left = randomx

object1.top = randomy

End If

End Function

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

Timer1.Enabled = True

MainMonster.Parent = PbBackground

Portal.Parent = PbBackground

End Sub

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

Chase(Portal, MainMonster)

End Sub

End Class

**Menu Form:**

Public Class Menu1

Private Sub Menu1\_Load(sender As Object, e As EventArgs) Handles MyBase.Load

LbMenu.Parent = pbbackground

End Sub

Private Sub BtnQuitGame\_Click(sender As Object, e As EventArgs) Handles BtnQuitGame.Click

Me.Close()

MainForm.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

BrickLdsc.Close()

LavaLdsc.Close()

Lava2.Close()

Lava3.Close()

CrackParty.Close()

TrasureChest.Close()

Gamble.Close()

MonsterLoan.Close()

TextToSpeech.Close()

My.Computer.Audio.Stop()

End Sub

Private Sub BtnCloseMenu\_Click(sender As Object, e As EventArgs) Handles BtnCloseMenu.Click

Me.Hide()

FirstLand.Show()

End Sub

Private Sub BtnStartOver\_Click(sender As Object, e As EventArgs) Handles BtnStartOver.Click

Me.Close()

CharacterSel.Close()

WelcomeForm.Close()

FirstLand.Close()

GreenLdsc.Close()

BrickLdsc.Close()

LavaLdsc.Close()

Lava2.Close()

Lava3.Close()

CrackParty.Close()

TrasureChest.Close()

Gamble.Close()

MonsterLoan.Close()

TextToSpeech.Close()

My.Computer.Audio.Stop()

MainForm.Show()

My.Computer.Audio.Play(My.Resources.TombRaider, AudioPlayMode.BackgroundLoop)

End Sub

Private Sub Menu1\_KeyDown(sender As Object, e As KeyEventArgs) Handles Me.KeyDown

'Menu KeyPress Options

If e.KeyCode = Keys.M Then

Me.Hide()

FirstLand.Show()

End If

End Sub

End Class

**Crack Party Form:**

Public Class CrackParty

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

'Make label Titles transparent to their backgrounds

LbNumberOfGuests.Parent = PbBackground

LbSpecies.Parent = PbBackground

LbTotalChargeTitle.Parent = PbBackground

LbGenerateTestData.Parent = PbBackground

LbCrackTitle.Parent = PbBackground

'fills the species listbox and then selects the first item

ListBoxSpecies.Items.Add("Monsters")

ListBoxSpecies.Items.Add("Demons")

ListBoxSpecies.Items.Add("Klingons")

ListBoxSpecies.Items.Add("Cardassions")

ListBoxSpecies.Items.Add("Ferengi")

ListBoxSpecies.Items.Add("Changelings")

ListBoxSpecies.Items.Add("Grand Nagus Trump")

ListBoxSpecies.SelectedIndex = 0

End Sub

Private Sub btnExit\_Click(sender As Object, e As EventArgs) Handles btnExit.Click

Me.Hide()

GreenLdsc.Show()

End Sub

Private Sub BtnCalculate\_Click(sender As Object, e As EventArgs) Handles BtnCalculate.Click

'Declare variables

Dim guests As Integer

Dim species As Integer

Dim guestPrice As Integer

Dim totalCharge As Integer

Integer.TryParse(TbNumberOfGuests.Text, guests)

species = ListBoxSpecies.SelectedIndex

'determine the price per guest

Select Case species

Case 0 'Monsters'

guestPrice = 25

Case 1 'Demons

guestPrice = 35

Case 2 'Klingons

guestPrice = 40

Case 3 'Cardassians

guestPrice = 40

Case 4 'Ferengi

guestPrice = 235

Case 5 'Changelings

guestPrice = 220

Case 6 'Grand Nagus Trump

guestPrice = 10000

End Select

'calculate and display the total charge

totalCharge = guests \* guestPrice

LbTotalCharge.Text = totalCharge.ToString("C0")

End Sub

Private Sub TbNumberOfGuests\_keypress(sender As Object, e As KeyPressEventArgs) Handles TbNumberOfGuests.KeyPress

'allows only numbers and the backspace key

If (e.KeyChar < "0" OrElse e.KeyChar > "9") AndAlso

e.KeyChar <> ControlChars.Back Then

e.Handled = True

End If

End Sub

Private Sub btnGenerateTestData\_Click(sender As Object, e As EventArgs) Handles btnGenerateTestData.Click

'Declare variables

Dim guests As Integer

Dim species As Integer

Dim guestPrice As Integer

Dim totalCharge As Integer

Dim randGen As New Random

Dim setsOfDataCounter As Integer = 1

LbGenerateTestData.Text = String.Empty

'Create a posttest Do While Loop

Do

guests = randGen.Next(1, 51)

species = randGen.Next(0, 7)

'determine price per guest

Select Case species

Case 0 'Monsters'

guestPrice = 25

Case 1 'Demons

guestPrice = 35

Case 2 'Klingons

guestPrice = 40

Case 3 'Cardassians

guestPrice = 40

Case 4 'Ferengi

guestPrice = 235

Case 5 'Changelings

guestPrice = 220

Case 6 'Grand Nagus Trump

guestPrice = 10000

End Select

'Calculate and display the total charge

totalCharge = guests \* guestPrice

LbGenerateTestData.Text = LbGenerateTestData.Text &

species.ToString & " " &

guests.ToString & " " &

totalCharge.ToString("C0") &

ControlChars.NewLine

setsOfDataCounter += 1

Loop Until setsOfDataCounter > 10

End Sub

End Class

**Treasure Chest Form:**

Public Class TrasureChest

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

End Sub

Private Sub BtncloseTreasureChest\_Click(sender As Object, e As EventArgs) Handles BtncloseTreasureChest.Click

Me.Hide()

GreenLdsc.Show()

End Sub

Private Sub BtnFindTreasure\_Click(sender As Object, e As EventArgs) Handles BtnFindTreasure.Click

'Stimulate treasure Chest

Dim RandGen As New Random

Dim Index As Integer

BtnFindTreasure.Enabled = False

For spins As Integer = 1 To 25

Index = RandGen.Next(0, 3)

Pbindex.Image = ImageList1.Images.Item(Index)

Me.Refresh()

System.Threading.Thread.Sleep(50)

Next spins

MessageBox.Show("Congratulations, you have found a Monster's Treasure!", "Treasure Chest ", MessageBoxButtons.OK, MessageBoxIcon.None)

BtnFindTreasure.Enabled = True

BtnFindTreasure.Focus()

End Sub

End Class

**Text to Speech Form:**

Public Class TextToSpeech

Private Sub Button1\_Click(sender As Object, e As EventArgs) Handles BtnSpeak.Click

Dim sapi

sapi = CreateObject("sapi.spvoice")

sapi.speak(TbSpeak.Text)

End Sub

Private Sub BtnExit\_Click(sender As Object, e As EventArgs) Handles BtnExit.Click

Me.Hide()

My.Computer.Audio.Stop()

My.Computer.Audio.Play(My.Resources.BloodBorne, AudioPlayMode.BackgroundLoop)

BrickLdsc.Show()

End Sub

End Class

**Gamble Form:**

Public Class Gamble

' declare class-level variable

Private points As Integer = 10

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

'make title and label background color transparent to their background

LbLuckyMonstersTitle.Parent = PbBackground

LbPoints.Parent = PbBackground

numberLabel.Parent = PbBackground

DollarGif1.Parent = PbBackground

DollarGif2.Parent = PbBackground

DollarGif3.Parent = PbBackground

DollarGif4.Parent = PbBackground

DollarGif5.Parent = PbBackground

DollarGif6.Parent = PbBackground

End Sub

Private Sub BtnExit\_Click(sender As Object, e As EventArgs) Handles BtnExit.Click

Me.Hide()

BrickLdsc.Show()

My.Computer.Audio.Stop()

My.Computer.Audio.Play(My.Resources.BloodBorne, AudioPlayMode.BackgroundLoop)

End Sub

Private Sub rollButton\_Click(sender As Object, e As EventArgs) Handles RollButton.Click

' simulates the Lucky Number Game

Dim ranGen As New Random

Dim random1 As Integer

Dim random2 As Integer

'remove images

FirstDiePictureBox.Image = Nothing

SecondDiePictureBox.Image = Nothing

'disable roll'em button

RollButton.Enabled = False

'refresh form and then delay execution

Me.Refresh()

System.Threading.Thread.Sleep(1000)

'generate two random integers from 1 through 6

random1 = ranGen.Next(1, 7)

random2 = ranGen.Next(1, 7)

'display appropriate image in firstDiepicturebox

Select Case random1

Case 1

FirstDiePictureBox.Image = Dot1PictureBox.Image

Case 2

FirstDiePictureBox.Image = Dot2PictureBox.Image

Case 3

FirstDiePictureBox.Image = Dot3PictureBox.Image

Case 4

FirstDiePictureBox.Image = Dot4PictureBox.Image

Case 5

FirstDiePictureBox.Image = Dot5PictureBox.Image

Case 6

FirstDiePictureBox.Image = Dot6PictureBox.Image

End Select

'display approtiate image insecond die picture box

Select Case random2

Case 1

SecondDiePictureBox.Image = Dot1PictureBox.Image

Case 2

SecondDiePictureBox.Image = Dot2PictureBox.Image

Case 3

SecondDiePictureBox.Image = Dot3PictureBox.Image

Case 4

SecondDiePictureBox.Image = Dot4PictureBox.Image

Case 5

SecondDiePictureBox.Image = Dot5PictureBox.Image

Case 6

SecondDiePictureBox.Image = Dot6PictureBox.Image

End Select

'check sum of random numbers

If random1 + random2 = 7 Then

Dim count As Integer = 1

Do While count <= 10

numberLabel.Visible = Not numberLabel.Visible

Me.Refresh()

System.Threading.Thread.Sleep(200)

count += 1

Loop

points += 2

Else

points -= 1

If points = 0 Then

MessageBox.Show("Sorry, you lost all of your points!" &

"Click the Start over button to try again.",

"Lucky Number Game", MessageBoxButtons.OK,

MessageBoxIcon.Information)

End If

End If

'display points

pointsLabel.Text = points.ToString

'enable Roll'Em button

RollButton.Enabled = True

End Sub

Private Sub startOverButton\_Click(sender As Object, e As EventArgs) Handles StartOverButton.Click

'START NEW GAME

points = 10

pointsLabel.Text = pointsLabel.ToString

FirstDiePictureBox.Image = Nothing

SecondDiePictureBox.Image = Nothing

End Sub

End Class

**Monster Loan Form:**

Public Class MonsterLoan

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

LbMonsterLoanTitle.Parent = PbBackground

LbLoan.Parent = PbBackground

LbMonthly.Parent = PbBackground

LbTerm.Parent = PbBackground

'fills the termComboBox

For term As Integer = 1 To 30

CbTerm.Items.Add(term.ToString)

Next term

CbTerm.SelectedItem = "4"

End Sub

Private Sub BtnExit\_Click(sender As Object, e As EventArgs) Handles BtnExit.Click

Me.Hide()

BrickLdsc.Show()

End Sub

Private Sub BtnCalculate\_Click(sender As Object, e As EventArgs) Handles BtnCalculate.Click

'calculates the monthly payments on a loan using

'interest rates of 3% to 6% in increments of 0.5%

Dim loan, monthlyPayment As Double

Dim term As Integer

'assign input to variables

Double.TryParse(TbLoan.Text, loan)

term = Convert.ToInt32(CbTerm.Text)

ListMontlyPayments.Items.Clear()

'calculate and display monthly payments

For rate As Double = 0.03 To 0.06 Step 0.005

monthlyPayment =

-Financial.Pmt(rate / 12, term \* 12, loan)

ListMontlyPayments.Items.Add(rate.ToString("P1") &

": " & monthlyPayment.ToString("C2"))

Next rate

TbLoan.Focus()

End Sub

Private Sub TbLoan\_enter(sender As Object, e As EventArgs) Handles TbLoan.Enter

'select existing text when text box recieves the focus

TbLoan.SelectAll()

End Sub

Private Sub TbLoan\_TextChanged(sender As Object, e As EventArgs) Handles TbLoan.TextChanged

'clears the lsit box

ListMontlyPayments.Items.Clear()

End Sub

Private Sub CbTerm\_SelectedIndexChanged(sender As Object, e As EventArgs) Handles CbTerm.SelectedIndexChanged

'clears list box

ListMontlyPayments.Items.Clear()

End Sub

End Class