Kamaljot Singh

Professor Powell

VB Final Project

May 25, 2016

**VB Final Pseudocode**

**Main Form:**

BtnQuit Click Event Procedure

* Exit the application

BtnStart Click Event Procedure

* Display Character Selection Form

**Character Selection Form:**

BtnOk Click Event Procedure

1. If Monster1RadBtn is selected then

* The character is replaced by the main monster in the First, Green, Brick, Lava, Lava2 and Twilight Zone Landscape
* GroupBox1 and BtnOk become hidden
* Me.Focus is enabled
* Character Selection Form is hidden
* Welcome Form is showed

Else

* The character is replaced by the monster2 in the First, Green, Brick, Lava, Lava2 and Twilight Zone Landscape
* GroupBox1 and BtnOk become hidden
* Me.Focus is enabled
* Character Selection Form is hidden
* Welcome Form is showed
* Timer1 is enabled for instructions text

1. Main Monster character visible is true

**Welcome Form:**

BtnNext Click Event Procedure

* Hide the Welcome Form
* Stop Background Audio
* Show the First Land Form

**First Landscape Form:**

FirstLandscape KeyDown Event Procedure

1. Declare prevx and prevy as integer equals MainMonster.left and MainMonster.Top respectively
2. If Keycode on keyboard is M then

* First Landscape is hidden
* Menu Form is shown

1. If Keycode on keyboard is W then

* MainMonster.Top -= 9

1. If Keycode on keyboard is A then

* MainMonster.Left -= 9

1. If Keycode on keyboard is S then

* MainMonster.Top += 9

1. If Keycode on keyboard is D then

* MainMonster.Left += 9

1. If Keycode on keyboard is Up then

* MainMonster.Top -= 9

1. If Keycode on keyboard is A then

* MainMonster.Left -= 9

1. If Keycode on keyboard is S then

* MainMonster.Down += 9

1. If Keycode on keyboard is D then

* MainMonster.Right += 9

1. If MainMonster Collides with Instructions1 then

* lbinstructions1.Visible = True

ElseIf MainMonster Collides with Instructions2 then

* Lbinstructions2.Visible = True

ElseIf MainMonster Collides with Instructions3 then

* Lbinstructions3.Visible = True

ElseIf MainMonster Collides with Instructions4 then

* Lbinstructions4.Visible = True

ElseIf MainMonster Collides with Instructions5 then

* Lbinstructions5.Visible = True

Else

* lbinstructions1.Visible = False
* lbinstructions2.Visible = False
* lbinstructions3.Visible = False
* lbinstructions4.Visible = False

1. If MainMonster collides with grass1 then

* MainMonster.Visible = False

ElseIf MainMonster collides with grass2 then

* MainMonster.Visible = False

ElseIf MainMonster collides with grass3 then

* MainMonster.Visible = False

ElseIf MainMonster collides with tree1 then

* MainMonster.Visible = False

ElseIf MainMonster collides with tree2 then

* MainMonster.Visible = False

ElseIf MainMonster collides with tree3 then

* MainMonster.Visible = False

Else

* MainMonster.Visible = True

1. If MainMonster collides with WallBlock1 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock2 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock3 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock4 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock5 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock6 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock7 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock8 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with EntranceBlock then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with RockBlock then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster.Bounds intersect with EntanceGreenLdsc.Bounds then

* Hide First Form
* Display Green Landscape Form

ElseIf MainMonster.Bounds intersect with EntranceLava.Bounds then

* Hide First Form
* Display Lava Landscape Form

ElseIf MainMonster.Bounds intersect with EntranceBrickLdsc.Bounds then

* Hide First Form
* Display Brick Landscape Form

**Green Landscape Form:**

Green Landscape KeyDown Event Procedure

1. Declare prevx and prevy as integer equals MainMonster.left and MainMonster.Top respectively
2. If Keycode on keyboard is W then

* MainMonster.Top -= 9

1. If Keycode on keyboard is A then

* MainMonster.Left -= 9

1. If Keycode on keyboard is S then

* MainMonster.Top += 9

1. If Keycode on keyboard is D then

* MainMonster.Left += 9

1. If Keycode on keyboard is Up then

* MainMonster.Top -= 9

1. If Keycode on keyboard is A then

* MainMonster.Left -= 9

1. If Keycode on keyboard is S then

* MainMonster.Down += 9

1. If Keycode on keyboard is D then

* MainMonster.Right += 9

1. If MainMonster collides with TreeConceal then

* MainMonster.Visible = False

ElseIf MainMonster collides with TreeConceal2 then

* MainMonster.Visible = False

ElseIf MainMonster collides with TreasureChest then

* MainMonster.Visible = False

ElseIf MainMonster collides with BushConceal then

* MainMonster.Visible = False

ElseIf MainMonster collides with BushConceal2 then

* MainMonster.Visible = False

Else

* MainMonster.Visible = True

1. If MainMonster collides with WallBlock1 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock2 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock3 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock4 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock5 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock6 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock7 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock8 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock9 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock10 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock11 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock12 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock13 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock14 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock15 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock16 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock17 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock18 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with TreeBlock then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with TreeBlock2 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with LampBlock then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with PillowBlock then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WoodBlock then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with woodblock2 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with woodblock3 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with woodblock4 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with woodblock5 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with FountainBlock then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with TableBlock then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with TreasureChest 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

1. If MainMonster collides with CrackMonster then

* Lbcrackinfo.Visible = True

Else

* Lbcrackinfo.Visible = False

1. I MainMonster collides with CrackBlock 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

1. If MainMonster.Bounds intersect with EntranceFirstLand then

* Hide Green Landscape
* Show the First Landscape

BtnCrackNo Click Event Procedure

* BtnCrackNo.Visible = False
* BtnCrackYes.Visible = False
* LbCrackStation.Visible = False
* Focus on Form

BtnCrackYes Click Event Procedure

* BtnCrackNo.Visible = False
* BtnCrackYes.Visible = False
* LbCrackStation.Visible = False
* Focus on Form
* Hide Green Landscape
* Show Crack Party Form

BtnTreasureNo Click Event Procedure

* BtnTreasureNo.Visible = False
* BtnTreasureYes.Visible = False
* LbTreasurechest.Visible = False
* Focus on Form

BtnCrackYes Click Event Procedure

* BtnTreasureNo.Visible = False
* BtnTreasureYes.Visible = False
* LbTreasurechest.Visible = False
* Focus on Form
* Hide GreenLandscape
* Show Treasure Chest Form

**Brick Landscape Form:**

Brick Landscape KeyDown Event Procedure

1. Declare prevx and prevy as integer equals MainMonster.left and MainMonster.Top respectively
2. If Keycode on keyboard is W then

* MainMonster.Top -= 9

1. If Keycode on keyboard is A then

* MainMonster.Left -= 9

1. If Keycode on keyboard is S then

* MainMonster.Top += 9

1. If Keycode on keyboard is D then

* MainMonster.Left += 9

1. If Keycode on keyboard is Up then

* MainMonster.Top -= 9

1. If Keycode on keyboard is A then

* MainMonster.Left -= 9

1. If Keycode on keyboard is S then

* MainMonster.Down += 9

1. If Keycode on keyboard is D then

* MainMonster.Right += 9

1. If MainMonster collides with WallBlock1 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock2 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock3 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock4 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock5 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock6 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock7 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock8 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock9 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock10 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock11 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock12 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock13 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock14 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock15 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock16 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock17 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock18 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock19 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock20 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock21 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock22 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock23 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock24 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster.Bounds intersect with EntranceFirstLand then

* Hide Brick Landscape
* Show the First Landscape

1. If MainMonster collides with Cannon1 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with Cannon2 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with Cannon3 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with Cannon4 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with Cannon5 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with Cannon6 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with Cannon7 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with Cannon8 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with Cannon9 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with Cannon10 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with Cannon11 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with Cannon12 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with Cannon13 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with GambleMonster then
   * MainMonster.Top = prevy
   * MainMonster.Left = prevx
   * LbGamble.Visible = True

Else

* LbGamble.Visible = False

1. If MainMonster collides with GambleBlock 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

1. If MainMonster collide with LoanMonster then

* MainMonster.Top = prevy
* MainMonster.Left = prevx
* LbMonsterLoan.Visible = True

Else

* LbMonsterLoan.Visible = False

1. **I**f MainMonster collide with LoanBlock 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

1. If MainMonster collides with AIMonster then

* MainMonster.Top = prevy
* MainMonster.Left = prevx
* LbAIinfo.Visible = True

Else

* LbAIinfo.Visible = False

1. If MainMonster collides with Portal then

* MainMonster.Top = prevy
* MainMonster.Left = prevx
* Me.Hide()
* Me.Focus()
* Stop background audio
* Play Twilight Zone audio
* Show Twilight Form

1. If MainMonster collides with ComputerAI then

* MessageBox show “Enable text to speech form”

1. If DialogResult Button is yes then

* Hide Brick Landscape
* Focus on Form
* Stop Audio
* Play AIVB audio in background
* Show Text To Speech Form

1. If Mainmonster collides with bullet1 then

* MessageBox show “Game Over”, “Would You Like To Play Again”

1. If DialogResult Button is yes then

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* Lava2.Close()
* Lava3.Close()
* MainForm.Show()
* Stop Computer Audio
* Play TombRaider Audio
* Focus on Form

Else

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* Lava2.Close()
* Lava3.Close()
* MainForm.Close()
* Stop Computer Audio

1. If Mainmonster collides with bullet2 then

* MessageBox show “Game Over”, “Would You Like To Play Again”

1. If DialogResult Button is yes then

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* Lava2.Close()
* Lava3.Close()
* MainForm.Show()
* Stop Computer Audio
* Play TombRaider Audio
* Focus on Form

Else

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* Lava2.Close()
* Lava3.Close()
* MainForm.Close()
* Stop Computer Audio

1. If Mainmonster collides with bullet3 then

* MessageBox show “Game Over”, “Would You Like To Play Again”

1. If DialogResult Button is yes then

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* Lava2.Close()
* Lava3.Close()
* MainForm.Show()
* Stop Computer Audio
* Play TombRaider Audio
* Focus on Form

Else

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* Lava2.Close()
* Lava3.Close()
* MainForm.Close()
* Stop Computer Audio

1. If Mainmonster collides with bullet4 then

* MessageBox show “Game Over”, “Would You Like To Play Again”

1. If DialogResult Button is yes then

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* Lava2.Close()
* Lava3.Close()
* MainForm.Show()
* Stop Computer Audio
* Play TombRaider Audio
* Focus on Form

Else

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* Lava2.Close()
* Lava3.Close()
* MainForm.Close()
* Stop Computer Audio

1. If Mainmonster collides with bullet5 then

* MessageBox show “Game Over”, “Would You Like To Play Again”

1. If DialogResult Button is yes then

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* Lava2.Close()
* Lava3.Close()
* MainForm.Show()
* Stop Computer Audio
* Play TombRaider Audio
* Focus on Form

Else

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* Lava2.Close()
* Lava3.Close()
* MainForm.Close()
* Stop Computer Audio

1. If Mainmonster collides with bullet6 then

* MessageBox show “Game Over”, “Would You Like To Play Again”

1. If DialogResult Button is yes then

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* Lava2.Close()
* Lava3.Close()
* MainForm.Show()
* Stop Computer Audio
* Play TombRaider Audio
* Focus on Form

Else

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* Lava2.Close()
* Lava3.Close()
* MainForm.Close()
* Stop Computer Audio

1. If Mainmonster collides with bullet7 then

* MessageBox show “Game Over”, “Would You Like To Play Again”

1. If DialogResult Button is yes then

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* Lava2.Close()
* Lava3.Close()
* MainForm.Show()
* Stop Computer Audio
* Play TombRaider Audio
* Focus on Form

Else

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* Lava2.Close()
* Lava3.Close()
* MainForm.Close()
* Stop Computer Audio

BtnNoGamble Click Event Procedure

* GambleMessage.Visible = False
* BtnNoGamble.Visible = False
* BtnYesGamble.Visible = False
* Focus On Form

BtnYesGamble Click Event Procedure

* GambleMessage.Visible = False
* BtnNoGamble.Visible = False
* BtnYesGamble.Visible = False
* Focus On Form
* Hide Brick Landscape
* Stop Computer Audio
* Show Gamble Form
* Play ThatsLifeVB Audio

BtnNoLoan Click Event Procedure

* LoanMessage.Visible = False
* BtnNoLoan.Visible = False
* BtnYesLoan.Visible = False
* Focus on Form

BtnYesLoan Click Event Procedure

* LoanMessage.Visible = False
* BtnNoLoan.Visible = False
* BtnYesLoan.Visible = False
* Focus On Form
* Hide Form
* Show Monster Loan Form

**Lava Landscape Form:**

Lava Landscape KeyDown Event Procedure

1. Declare prevx and prevy as integer equals MainMonster.left and MainMonster.Top respectively
2. If Keycode on keyboard is W then

* MainMonster.Top -= 9

1. If Keycode on keyboard is A then

* MainMonster.Left -= 9

1. If Keycode on keyboard is S then

* MainMonster.Top += 9

1. If Keycode on keyboard is D then

* MainMonster.Left += 9

1. If Keycode on keyboard is Up then

* MainMonster.Top -= 9

1. If Keycode on keyboard is A then

* MainMonster.Left -= 9

1. If Keycode on keyboard is S then

* MainMonster.Down += 9

1. If Keycode on keyboard is D then

* MainMonster.Right += 9

1. If MainMonster collides with WallBlock1 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock2 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock3 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock4 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with LavaFall1 then

* MessageBox show “Game Over”, “Would You Like To Play Again”

1. If DialogResult Button is yes then

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* Lava2.Close()
* Lava3.Close()
* MainForm.Show()
* Stop Computer Audio
* Play TombRaider Audio
* Focus on Form

Else

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* Lava2.Close()
* Lava3.Close()
* MainForm.Close()
* Stop Computer Audio

1. If MainMonster collides with LavaFall 2 then

* MessageBox show “Game Over”, “Would You Like To Play Again”

1. If DialogResult Button is yes then

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* BrickLdsc.close
* Lava3.Close()
* MainForm.Show()
* Stop Computer Audio
* Play TombRaider Audio
* Focus on Form

Else

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* BrickLdsc.close
* Lava3.Close()
* MainForm.Close()
* Stop Computer Audio

1. If MainMonster collides with LavaFall3 then

* MessageBox show “Game Over”, “Would You Like To Play Again”

1. If DialogResult Button is yes then

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* BrickLdsc.close
* Lava3.Close()
* MainForm.Show()
* Stop Computer Audio
* Play TombRaider Audio
* Focus on Form

Else

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* BrickLdsc.close
* Lava3.Close()
* MainForm.Close()
* Stop Computer Audio

1. If MainMonster collides with LavaFall 4 then

* MessageBox show “Game Over”, “Would You Like To Play Again”

1. If DialogResult Button is yes then

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* BrickLdsc.close
* Lava3.Close()
* MainForm.Show()
* Stop Computer Audio
* Play TombRaider Audio
* Focus on Form

Else

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* BrickLdsc.close
* Lava3.Close()
* MainForm.Close()
* Stop Computer Audio

1. If MainMonster.Bounds intersect with EntranceFirst.Bounds then

* Hide Form
* Show First Landscape

**Lava 2 Landscape:**

Lava 2 Landscape KeyDown Event Procedure

1. Declare prevx and prevy as integer equals MainMonster.left and MainMonster.Top respectively
2. If Keycode on keyboard is W then

* MainMonster.Top -= 9

1. If Keycode on keyboard is A then

* MainMonster.Left -= 9

1. If Keycode on keyboard is S then

* MainMonster.Top += 9

1. If Keycode on keyboard is D then

* MainMonster.Left += 9

1. If Keycode on keyboard is Up then

* MainMonster.Top -= 9

1. If Keycode on keyboard is A then

* MainMonster.Left -= 9

1. If Keycode on keyboard is S then

* MainMonster.Down += 9

1. If Keycode on keyboard is D then

* MainMonster.Right += 9

1. If MainMonster collides with WallBlock1 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock2 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock3 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock4 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster.Bounds intersect with EntranceLava1.Bounds then

* Hide Form
* Show Lava1 Form

1. If MainMonster.Bounds intersect with EntranceLava3.Bounds then

* MesageBox show “Congratulations on making it this far. Would you like to keep playing”

1. If DialogResult Button is Yes then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

Else

* Me.Close()
* CharacterSel.Close()
* WelcomeForm.Close()
* FirstLand.Close()
* GreenLdsc.Close()
* LavaLdsc.Close()
* BrickLdsc.Close()
* Lava3.Close()
* MainForm.Show()
* Stop Computer Audio
* Play Tomb Raider Audio
* Focus On Form

1. If MainMonster collides with Gem then

* Gem.Top = randomy
* Gem.Left = randomx
* scorenumber += 2
* score = scorenumber

1. If MainMonster collides with WalkingMonster then

If Lives is greater than 1 then

* + - lives -= 1
    - LbLives.Text = "Lives: " & lives.ToString
    - MainMonster.Top = 107
    - MainMonster.Left = 41
    - WalkingMonster1.Top = 384
    - WalkingMonster1.Left = 644

Else

* lives -= 1
* LbLives.Text = "Lives: 0 "
* MessageBox show "Your Highest Score is " & score, "Game Over"

If DialogResult Button is Yes then

* + - * + Me.Close()
        + CharacterSel.Close()
        + WelcomeForm.Close()
        + FirstLand.Close()
        + GreenLdsc.Close()
        + LavaLdsc.Close()
        + BrickLdsc.Close()
        + Lava3.Close()
        + MainForm.Show()
        + Stop Computer Audio
        + Play Tomb Raider Audio
        + Focus on Form

**Menu Form:**

BtnQuit Click Event Procedure

* 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()
* Stop Computer Audio

BtnStartOver Click Event Procedure

* Hide Form
* Show First Landscape

BtnStartOver Click Event Procedure

* 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()
* Stop Audio
* MainForm.Show()
* Play Tomb Raider Audio

Menu1 Keydown Event Procedure

If KeyCode = Keys.M Then

* Hide Form
* Show First Landscape

**Crack Party Form:**

ExitButton Click Event Procedure

* Close the Form

CalcButton Click Event Procedure

1. Store the number of guests in a variable
2. Store the index of the selected birthday type in a variable
3. If the birthday type index is one of the following:

0 (kids) price per guest = 11

1 (1st) price per guest = 20

2 (21st) price per guest = 25

3(other) price per guest = 15

End if

1. Total charge=number of guests\*price per guest
2. Display the total charge in totalLabel

Variables Data types Value Sources

Guests Integer user input (guesttextbox)

typeIndex Integer user input(index of item selected in the typelistbox)

guestPrice Integer assigned in the procedure

totalCharge Integer procedure calculation

testDataButton Click Event Procedure

1. Initialize a counter variable to 1
2. Clear the contents of the testDataLabel
3. Repeat

Generate a random integer from 1to 50 to rep the # of guest

Generate a random integer form 0 t 6 to rep the Crack Party type index

If the Crack Party type index is one of the following:

Monsters price per guest = 25

Demons price per guest = 25

Klingons price per guest = 40

Cardassians price per guest = 40

Ferengi price per guest = 235

Changelings price per guest = 220

Grand Nagus Trump price per guest = 10000

End if

Total charge=number of guests\*price per guest

Display the Crack Party type index, number of guests, and total charge in the testDataLabel

Add 1 to the counter variable

End repeat until the counter variable is greater than 10

**Treasure Chest Form:**

BtnCloseTreasureChest Click Event Procedure

* Hide Form
* Show Green Landscape

BtnFindTreasure Click Event Procedure

1. Declare RandGen and Index as New Random and integer respectively

For spins As Integer = 1 To 25

Index = RandGen.Next(0, 3)

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

Refresh System

Allow system to sleep for 50

1. MessageBox Show “Congratulations, you have found a Monster's Treasure!", "Treasure Chest "
2. Enable BtnFindTreasue
3. Focus on BtnFindTreasure

**Twilight Zone Form:**

Lava Landscape KeyDown Event Procedure

1. Declare prevx and prevy as integer equals MainMonster.left and MainMonster.Top respectively
2. If Keycode on keyboard is W then

* MainMonster.Top -= 9

1. If Keycode on keyboard is A then

* MainMonster.Left -= 9

1. If Keycode on keyboard is S then

* MainMonster.Top += 9

1. If Keycode on keyboard is D then

* MainMonster.Left += 9

1. If Keycode on keyboard is Up then

* MainMonster.Top -= 9

1. If Keycode on keyboard is A then

* MainMonster.Left -= 9

1. If Keycode on keyboard is S then

* MainMonster.Down += 9

1. If Keycode on keyboard is D then

* MainMonster.Right += 9

1. If MainMonster collides with WallBlock1 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock2 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock3 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collides with WallBlock4 then

* MainMonster.Top = prevy
* MainMonster.Left = prevx

1. If MainMonster collide with GoldBlock then

* MainMonster.Top = prevy
* MainMonster.Left = prevx
* MainMonster.Height = 189
* MainMonster.Width = 191

1. If MainMonster collide with Portal

* Hide Form
* Stop Audio
* Play Blood Borne Audio
* Show Brick Landscape

**Text to Speech Form:**

Button1 Click Event Procedure

* Declare sapi
* Make sapi equal SapiVoice
* Enable sapi voice through textbox

BtnExit Click Event Procedure

* Hide Form
* Stop Computer Audio
* Play Blood Borne as Computer Audio
* Show Brick Landscape

**Gamble Form:**

RollButton Click Event Procedure

1. Generate two random integers from 1 through 6 and assign to variables
2. If the first random integer is one of the following:
3. Display Dot1PictureBox Image in the FirstDiePictureBox
4. Display Dot2PictureBox Image in the FirstDiePictureBox
5. Display Dot3PictureBox Image in the FirstDiePictureBox
6. Display Dot4PictureBox Image in the FirstDiePictureBox
7. Display Dot5PictureBox Image in the FirstDiePictureBox
8. Display Dot6PictureBox Image in the FirstDiePictureBox

End If

1. If the second random integer is one of the following:
   1. Display Dot1PictureBox Image in the SecondDiePictureBox
   2. Display Dot2PictureBox Image in the SecondDiePictureBox
   3. Display Dot3PictureBox Image in the SecondDiePictureBox
   4. Display Dot4PictureBox Image in the SecondDiePictureBox
   5. Display Dot5PictureBox Image in the SecondDiePictureBox
   6. Display Dot6PictureBox Image in the SecondDiePictureBox

End If

1. If the sum of both random integers is 7

* Add 2 to the player’s points

Else

* Subtract 1 from the player’s points

If the player has no points left then

* + - Display “Sorry, you lost all of your points! Click the start Over button to try again.” Message

End If

End If

1. Display the player’s points in pointsLabel

**Monster Loan Form:**

BtnCalculate Event Procedure

1. Store user imput(loan and term) in variables
2. Clear the list box
3. Repeat for ratefrom 0.03 to 0.06 in increments of 0.005
   * Calculate the monthly payment(Using Financial.Pmt method)
   * Display rate and monthly payment amount

End Repeat For

1. Send the focus to the LoanTextBox