Kamaljot Singh

Professor Powell

VB Final Project

May 25, 2016

**VB Final TOE Chart**

**Main Form:**

|  |  |  |
| --- | --- | --- |
| TASK | OBJECT | EVENT |
| Quit the application | BtnQuit | Click |
| Display form Pictures | PbBackground  PBintroskull  PBintroMonster  PBintromonsterfly | None  None  None  None |
| Display label | LBtitle | None |
| Go to Welcome Form | BtnStart | Click |

**Character Selection Form:**

|  |  |  |
| --- | --- | --- |
| TASK | OBJECT | EVENT |
| Display Character Selection title | LbChooseMonster | None |
| Display Radio Buttons and GroupBox | Monster1RadBtn  Monster2RadBtn  GroupBox1 | None  None  None |
| Go to Firstland Form | BtnNext | Click |

**Welcome Form:**

|  |  |  |
| --- | --- | --- |
| TASK | OBJECT | EVENT |
| Display Welcome title | LbInstructionsTitle | None |
| Display Instructions | Lbinstructions | None |
| Go to Firstland Form | OkBtn | Click |

**First Landscape Form:**

|  |  |  |
| --- | --- | --- |
| TASK | OBJECT | EVENT |
| Display Main monster | Mainmonster | None |
| Play BloodBorne as Background music | BloodBorne | None |
| Display form Pictures and create a boundary | PbBackground  WallBlock1  WallBlock2  WallBlock3  WallBlock4  WallBlock5  WallBlock6  WallBlock7  WallBlock8  instructions1  instructions2  instructions3  instructions4  instructions5  RockBlock  TreeBlock  tree1  tree2  tree3 | None  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  None  None  None  None  Collide  Collide  Collide  Collide  Collide |
| Display Labels | lbinstructions1  lbinstructions2  lbinstructions3  lbinstructions4  lbinstructions5 | Collide  Collide  Collide  Collide  Collide |
| Go to GreenLandscape Form | EntranceGreenLdsc | Collide |
| Go to Lava Form | EntranceLava | Collide |
| Go to BrickLdsc | EntranceBrickLdsc | Collide |
| Move Character up | Keys.W  Keys.Up | KeyDown  KeyDown |
| Move Character Down | Keys.S  Keys.Down | KeyDown  KeyDown |
| Move Character Left | Keys.A  Keys.Left | KeyDown  KeyDown |
| Move Character Right | Keys.D  Keys.Right | KeyDown  KeyDown |
| Display Main Menu | Keys.M | KeyDown |

**Green Landscape Form:**

|  |  |  |
| --- | --- | --- |
| TASK | OBJECT | EVENT |
| Display Background Image | PbBackground | None |
| Display Main monster | Mainmonster | None |
| Display Labels | LbTreasurechest  LbCrackStation  Lbcrackinfo | Collide  Collide  Collide |
| Enable Boundaries | WallBlock1  WallBlock2  WallBlock3  WallBlock4  WallBlock5  WallBlock6  WallBlock7  WallBlock8  WallBlock9  WallBlock10  WallBlock11  WallBlock12  WallBlock13  WallBlock14  WallBlock15  WallBlock16  WallBlock17  WallBlock18  TreeBlock  TreeBlock2  LampBlock  FountainBlock  WoodBlock  TableBlock | Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide |
| Enable Character Concealment | TreeConceal  TreeConceal2  BushConceal  BushConceal2 | Collide  Collide  Collide  Collide |
| Open and close Treasure Chest Form options | BtnTreasureYes  BtnTreasureNo | Click  Click |
| Open and close Crack Party Form options | BtnCrackYes  BtnCrackNo | Click  Click |
| Go to FirstLand Form | EntranceFirstLand | Collide |
| Move Character up | Keys.W  Keys.Up | KeyDown  KeyDown |
| Move Character Down | Keys.S  Keys.Down | KeyDown  KeyDown |
| Move Character Left | Keys.A  Keys.Left | KeyDown  KeyDown |
| Move Character Right | Keys.D  Keys.Right | KeyDown  KeyDown |

**Brick Landscape Form:**

|  |  |  |
| --- | --- | --- |
| TASK | OBJECT | EVENT |
| Display Background Image | PbBackground | None |
| Display Main monster | Mainmonster | None |
| Display Labels | LbMonsterLoan  LbGamble  LbAIinfo | Collide  Collide  Collide |
| Display Canon Bullets | Bullet1  Bullet2  Bullet3  Bullet4  Bullet5  Bullet6  Bullet7 | None  None  None  None  None  None  None |
| Enable Boundaries | WallBlock1  WallBlock2  WallBlock3  WallBlock4  WallBlock5  WallBlock6  WallBlock7  WallBlock8  WallBlock9  WallBlock10  WallBlock11  WallBlock12  WallBlock13  WallBlock14  WallBlock15  WallBlock16  WallBlock17  WallBlock18  WallBlock19  WallBlock20  WallBlock21  WallBlock22  WallBlock23  WallBlock24  CanonBlock1  LoanBlock  GambleBlock | Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide |
| Block Canons | Canon1  Canon2  Canon3  Canon4  Canon5  Canon6  Canon7  Canon8  Canon9  Canon10  Canon11  Canon12  Canon13 | Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide |
| Open and close Gamble Form options | BtnYesGamble  BtnNoGamble | Click  Click |
| Open and close Monster Loan Form options | BtnYesLoan  BtnNoLoan | Click  Click |
| Display TexttoSpeech Form MessageBox | ComputerIA | Collide |
| Go to TwlightZone Form | EntrancePortal | Collide |
| Go to FirstLand Form | EntranceFirstLand | Collide |
| Move Character up | Keys.W  Keys.Up | KeyDown  KeyDown |
| Move Character Down | Keys.S  Keys.Down | KeyDown  KeyDown |
| Move Character Left | Keys.A  Keys.Left | KeyDown  KeyDown |
| Move Character Right | Keys.D  Keys.Right | KeyDown  KeyDown |

**Lava Landscape:**

|  |  |  |
| --- | --- | --- |
| TASK | OBJECT | EVENT |
| Display Background Image | PbBackground | None |
| Display monsters Image | MonsterLightening  MonsterFire  MainMonster | None  None  None |
| Enable Boundaries | WallBlock1  WallBlock2  WallBlock3  WallBlock4  LavaFall1  LavaFall2  LavaFall3  LavaFall4 | Collide  Collide  Collide  Collide  Collide  Collide  Collide  Collide |
| Go to Lava2 Form | EntranceLava2 | Collide |
| Go to FirstLand Form | EntranceFirstLand | Collide |
| Move Character up | Keys.W  Keys.Up | KeyDown  KeyDown |
| Move Character Down | Keys.S  Keys.Down | KeyDown  KeyDown |
| Move Character Left | Keys.A  Keys.Left | KeyDown  KeyDown |
| Move Character Right | Keys.D  Keys.Right | KeyDown  KeyDown |

**Lava 2 Landscape:**

|  |  |  |
| --- | --- | --- |
| TASK | OBJECT | EVENT |
| Display Background Image | PbBackground  Gem | None  None |
| Display Lives and Score Label | LbScore  LbLives | None  None |
| Display monsters Image | WalkingMonster  MainMonster | None  None  None |
| Enable Boundaries | WallBlock1  WallBlock2  WallBlock3  WallBlock4 | Collide  Collide  Collide  Collide |
| Go to Lava Landscape Form | EntranceLava1 | Collide |
| Start Over or Quit the Game | EntranceLava3 | Collide |
| Move Character up | Keys.W  Keys.Up | KeyDown  KeyDown |
| Move Character Down | Keys.S  Keys.Down | KeyDown  KeyDown |
| Move Character Left | Keys.A  Keys.Left | KeyDown  KeyDown |
| Move Character Right | Keys.D  Keys.Right | KeyDown  KeyDown |

**Twilight Zone Form:**

|  |  |  |
| --- | --- | --- |
| TASK | OBJECT | EVENT |
| Display Background Image | PbBackground  GoldBlock | None  None |
| Display monsters Image | MainMonster | None |
| Enable Boundaries | WallBlock1  WallBlock2  WallBlock3  WallBlock4 | Collide  Collide  Collide  Collide |
| Return to Brick Landscape | EntranceBrickLdsc | Collide |
| Move Character up | Keys.W  Keys.Up | KeyDown  KeyDown |
| Move Character Down | Keys.S  Keys.Down | KeyDown  KeyDown |
| Move Character Left | Keys.A  Keys.Left | KeyDown  KeyDown |
| Move Character Right | Keys.D  Keys.Right | KeyDown  KeyDown |

**Menu Form:**

|  |  |  |
| --- | --- | --- |
| TASK | OBJECT | EVENT |
| Display Background Image | PbBackground | None |
| Display monsters Image | MainMonster | None |
| Return to First Landscape and close the menu | BtnClose | Click |
| Start Over the game | BtnStartOver | Click |
| Quit the Game | BtnQuit | BtnQuit |

**Treasure Chest Form:**

|  |  |  |
| --- | --- | --- |
| TASK | OBJECT | EVENT |
| Display Background Image | PbBackground | None |
| Find Treasure by spinning images | BtnFindTreasure | Click |
| Display Found Treasure MessageBox | BtnFindTreasure | Click |
| Close Treasure Chest Form and Return to Green Landscape | BtnExit | Click |

**Crack Party Form:**

|  |  |  |
| --- | --- | --- |
| TASK | OBJECT | EVENT |
| Display Background Image | PbBackground | None |
| Display Labels, textboxes and a ListBox | LbCrackTitle  LbNumberOfGuests  LbSpecies  LbTotalChargeTitle  LbTotalCharge  LbGenerateTestData  ListBoxSpecies  TbNumberOfGuests | None  None  None  None  None  None  None  None |
| Calculate Party Expense | BbtnCalculate | Click |
| Generate Test Data | btnGenerateTestData | Click |
| Close Crack Party Form and Return to Green Landscape | BtnExit | Click |

**Text to Speech Form:**

|  |  |  |
| --- | --- | --- |
| TASK | OBJECT | EVENT |
| Display Background Image | PbBackground | None |
| Display a textbox | TbSpeak | None |
| Exit Text to Speech Form and Return to Brick Landscape | BtnExit | Click |
| Enable text to speech | BtnSpeak | Click |

**Gamble Form:**

|  |  |  |
| --- | --- | --- |
| TASK | OBJECT | EVENT |
| Display Background Image | PbBackground | None |
| Display Labels, Text Boxes and Images | LbLuckyMonstersTitle  DollarGif6  LbPoints  PointsLabel  numberLabel  DollarGif5  DollarGif4  DollarGif3  DollarGif2  DollarGif1  FirstDiePictureBox  SecondDiePictureBox | None  None  None  None  None  None  None  None  None  None  None  None |
| Roll Dice | RollButton | Click |
| Start Over the Gamble | StartOverButton | Click |
| Close Gamble Form and Return to Brick Landscape | BtnExit | Click |

**Monster Loan Form:**

|  |  |  |
| --- | --- | --- |
| TASK | OBJECT | EVENT |
| Display Background Image | PbBackground | None |
| Display Labels, Text Boxes, ComboBox and Images | LbMonsterLoanTitle  LbLoan  LbTerm  TbLoan  CbTerm  LbMonthly  ListMontlyPayments  PictureBox1 | None  None  None  None  None  None  None  None |
| Calculate Loan | BtnCalculate | Click |
| Close Monster Loan Form and Return to Brick Landscape | BtnExit | Click |