using System.Drawing;

namespace NewConsoleMinigame

{

internal class Program

{

protected static int origRow;

protected static int origCol;

protected static void WriteAt(string s, int x, int y)

{

try

{

Console.SetCursorPosition(origCol + x, origRow + y);

Console.Write(s);

}

catch (ArgumentOutOfRangeException e)

{

//Console.Clear();

Console.WriteLine("YOUR OUT OF BOUNDS HACKER >:(");

}

}

static void Main(string[] args)

{

//before sarting the game equivilent of void start

GameBuilder();

Player p1 = new Player();

//Void update : runs every frame

while (true)

{

Movement\_input(p1);

}

}

static void GameBuilder()

{

int Y\_off = 5;

int X\_off = 0;

int y\_size = 10;

int x\_size = y\_size \* 2;

//WriteAt("██", j, i);

for(int i = 0; i < y\_size; i++)

{

if(i == 0 || i == y\_size - 1)

{

for(int j = 0; j < x\_size; j+=2)

{

WriteAt("[]", j+X\_off, i+Y\_off);

}

}

else

{

for (int j = 0; j < x\_size; j += 2)

{

if (j == 0 || j == x\_size -2)

{

WriteAt("[]", j + X\_off, i + Y\_off);

}

}

}

}

}

static void Movement\_input(object instance)

{

Player player = (Player) instance;

var input= Console.ReadKey().Key;

WriteAt(" ", player.x, player.y);

switch (input)

{

case ConsoleKey.W:

player.y--;

break;

case ConsoleKey.A:

player.x-=2;

break;

case ConsoleKey.S:

player.y++;

break;

case ConsoleKey.D:

player.x+=2;

break;

}

WriteAt("██", player.x, player.y);

WriteAt(" ", 0, 0);

}

}

}