'Aditya Bhatia

'Haunted House Project - Instructions

'3/26/2018

Public Class frmInstructions

Dim candyCounter As Integer = 0

Private Sub btnDone\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnDone.Click

Me.lblTitle.Visible = False

Me.lblInstructions.Visible = False

Me.btnDone.Visible = False

Me.BackgroundImage = My.Resources.door

Me.btnDoor.Visible = True

Me.lblCandyCounter.Visible = True

Me.lblCandyCounter.Text = "Candy Counter" & vbCrLf & candyCounter

MessageBox.Show("Please click the door to enter the haunted house and recieve your first candy.", "Message Box")

End Sub

Private Sub btnDoor\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnDoor.Click

Me.Visible = False

frmFoyer.Visible = True

candyCounter += 1

MessageBox.Show("You have entered the haunted house and found your first candy")

MessageBox.Show("Click on objects to find the candy")

End Sub

End Class

'Aditya Bhatia

'Haunted House Project - Foyer

'3/26/2018

Public Class frmFoyer

Dim hintAnswer As String = Nothing 'Declare hintAnswer as string with an inital value of nothing

Dim candyCounter As Integer = 1 'Declare candyCounter as string with an initial value of 1

Private Sub Incorrect\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnCandles.Click, btnKitchen.Click, btnStatue2.Click, btnWindow.Click

MessageBox.Show("Incorrect") 'If any of the incorrect locations are clicked, then a messagebox will show "Incorrect"

shakeMe() 'If incorrect, then form will shake

End Sub

Private Sub btnStatue\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnStatue.Click

picCandy.Visible = True

MessageBox.Show("You found the candy!")

candyCounter += 1 'Increment Candy Counter by 1

lblCandyCounter.Text = "Candy Counter" & vbCrLf & candyCounter 'Display new Candy Counter in label

My.Computer.Audio.Play(My.Resources.Applause, AudioPlayMode.WaitToComplete) 'Play applause audio

Me.Visible = False

frmKitchen.Visible = True 'Move to kitchen

MessageBox.Show("Welcome to the kitchen")

End Sub

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

lblCandyCounter.Text = "Candy Counter" & vbCrLf & candyCounter ' Display Candy Counter in label

End Sub

Private Sub btnHint\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnHint.Click

hintAnswer = Nothing

hintAnswer = InputBox("What is the scariest side of a haunted house?", "Hint #1") 'Display input box for 1st hint

If hintAnswer.ToLower = "inside" Then 'Convert hintAnswer to all lowercase letters and check if value is correct

MessageBox.Show("The candy is above the hallway enterance") 'If correct then give hint

Else

MessageBox.Show("Incorrect") 'If incorrect then show "incorrect"

shakeMe() 'If incorrect then shake form

End If

End Sub

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

FoyerProgressBar.Increment(1) 'When timer ticks, progress bar increments by 1

If FoyerProgressBar.Value = 100 Then 'When progress bar gets full

Me.Visible = False 'Hide this form

frmGameOver.Visible = True 'Open Game Over form

End If

End Sub

Private Sub Start\_Timer(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnCandles.Click, btnHint.Click, btnKitchen.Click, btnStatue.Click, btnStatue2.Click, btnWindow.Click

FoyerTimer.Start() 'Start timer once user clicks on any button

End Sub

Private Sub shakeMe()

Dim myLoc As Point, myLocDef As Point 'Declare variables myLoc and myLocDef as a point

myLocDef = Me.Location 'myLocDef is assigned to current location of form

myLoc = Me.Location 'myLoc is assigned to current location of form

For i As Integer = 0 To 6 'Number of times to shake form

For x As Integer = 0 To 4 'Number of directions form should shake

Select Case x

Case 0

myLoc.X = myLocDef.X + 5 'First goes right 5

Case 1

myLoc.X = myLocDef.X - 5 'Then goes left 5

Case 2

myLoc.Y = myLocDef.Y - 5 'Then goes down 5

Case 3

myLoc.Y = myLocDef.Y + 5 'Then goes up 5

Case 4

myLoc = myLocDef 'Finishes at same place the form started

End Select

Me.Location = myLoc 'Reassign location of form to myLoc

Me.Refresh() 'Refresh form

Next 'Continue Loop

Next 'Continue Loop

Me.Location = myLocDef 'Reassign location of form to myLocDef

Me.Refresh() 'Refresh form

End Sub

End Class

'Aditya Bhatia

'Haunted House Project - Kitchen

'3/28/2018

Public Class frmKitchen

Dim hintAnswer As String = Nothing 'Declare hintAnswer as string and initialize to nothing

Dim candyCounter As Integer = 2 'Declare candyCounter as string and initialize to 2

Private Sub btnHint\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnHint.Click 'When btnHint is clicked

hintAnswer = Nothing 'Reassign hintAnswer to nothing

hintAnswer = InputBox("It wraps you in it's ghostly arms, a gray and clammy thing. Yet if you move, it lets go and never says a thing!", "Hint #2").ToLower 'value of input box to lowercase is assigned to hintAnswer

If hintAnswer = "fog" Then 'If hintAnswer is correct

MessageBox.Show("The candy is in the fridge") 'Show hint

Else 'If not correct

MessageBox.Show("Incorrect") 'Show incorrect message

shakeMe() 'Shake form

End If

End Sub

Private Sub Correct\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnCorrect.Click 'When btnCorrect is clicked

picCandy.Visible = True 'Show picCandy

MessageBox.Show("You found the candy!") 'Show "You found the candy" in a message box

candyCounter += 1 'Increment candyCounter by 1

lblCandyCounter.Text = "Candy Counter" & vbCrLf & candyCounter 'Display value of candyCounter in lblCandyCounter

My.Computer.Audio.Play(My.Resources.Applause, AudioPlayMode.WaitToComplete) 'Play applause audio

Me.Visible = False 'Hide this form

frmLivingRoom.Visible = True 'Show living room form

MessageBox.Show("Welcome to the living room") 'Display living room enterance message

End Sub

Private Sub Incorrect\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnIncorrect1.Click, btnIncorrect2.Click, btnIncorrect3.Click, btnIncorrect4.Click, btnIncorrect5.Click, btnIncorrect6.Click 'When any incorrect button is clicked

MessageBox.Show("Incorrect") 'Show incorrect message

shakeMe() 'Shake form

End Sub

Private Sub frmKitchen\_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load 'When form opens

lblCandyCounter.Text = "Candy Counter" & vbCrLf & candyCounter 'Display candy counter in lblCandyCounter

End Sub

Private Sub shakeMe()

Dim myLoc As Point, myLocDef As Point 'Declare variables myLoc and myLocDef as a point

myLocDef = Me.Location 'myLocDef is assigned to current location of form

myLoc = Me.Location 'myLoc is assigned to current location of form

For i As Integer = 0 To 6 'Number of times to shake form

For x As Integer = 0 To 4 'Number of directions form should shake

Select Case x

Case 0

myLoc.X = myLocDef.X + 5 'First goes right 5

Case 1

myLoc.X = myLocDef.X - 5 'Then goes left 5

Case 2

myLoc.Y = myLocDef.Y - 5 'Then goes down 5

Case 3

myLoc.Y = myLocDef.Y + 5 'Then goes up 5

Case 4

myLoc = myLocDef 'Finishes at same place the form started

End Select

Me.Location = myLoc 'Reassign location of form to myLoc

Me.Refresh() 'Refresh form

Next 'Continue Loop

Next 'Continue Loop

Me.Location = myLocDef 'Reassign location of form to myLocDef

Me.Refresh() 'Refresh form

End Sub

Private Sub Start\_Timer(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnCorrect.Click, btnHint.Click, btnIncorrect1.Click, btnIncorrect2.Click, btnIncorrect3.Click, btnIncorrect4.Click, btnIncorrect5.Click, btnIncorrect6.Click 'When any button is clicked

KitchenTimer.Start() 'Start KitchenTimer

End Sub

Private Sub KitchenTimer\_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles KitchenTimer.Tick 'When KitchenTimer ticks

KitchenProgressBar.Increment(1) 'Progress bar increment by 1

If KitchenProgressBar.Value = 100 Then 'When progress bar gets full

Me.Visible = False 'Hide this form

frmGameOver.Visible = True 'Open Game Over form

End If

End Sub

End Class

'Aditya Bhatia

'Haunted House Project - Living Room

'3/28/2018

Public Class frmLivingRoom 'STILL NEED TO COMMENT

Dim hintAnswer As String = Nothing

Dim candyCounter As Integer = 3

Private Sub btnHint\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnHint.Click

hintAnswer = Nothing

hintAnswer = InputBox("During what month do people sleep the least?", "Hint #3").ToLower

If hintAnswer = "february" Then

MessageBox.Show("The candy is in the dark space")

Else

MessageBox.Show("Incorrect")

shakeMe()

End If

End Sub

Private Sub Correct\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnCorrect.Click

picCandy.Visible = True

MessageBox.Show("You found the candy!")

candyCounter += 1

lblCandyCounter.Text = "Candy Counter" & vbCrLf & candyCounter

My.Computer.Audio.Play(My.Resources.Applause, AudioPlayMode.WaitToComplete)

Me.Visible = False

'frmMasterBedroom.Visible = True 'to add once forms are merged

MessageBox.Show("Welcome to the master bedroom")

End Sub

Private Sub Incorrect\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnIncorrect1.Click, btnIncorrect2.Click, btnIncorrect3.Click, btnIncorrect4.Click

MessageBox.Show("Incorrect")

shakeMe()

End Sub

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

lblCandyCounter.Text = "Candy Counter" & vbCrLf & candyCounter

End Sub

Private Sub shakeMe()

Dim myLoc As Point, myLocDef As Point

myLocDef = Me.Location

myLoc = Me.Location

For i As Integer = 0 To 100

For x As Integer = 0 To 4

Select Case x

Case 0

myLoc.X = myLocDef.X + 10

Case 1

myLoc.X = myLocDef.X - 10

Case 2

myLoc.Y = myLocDef.Y - 10

Case 3

myLoc.Y = myLocDef.Y + 10

Case 4

myLoc = myLocDef

End Select

Me.Location = myLoc

Me.Refresh()

Next

Next

Me.Location = myLocDef

Me.Refresh()

End Sub

End Class

'Aditya Bhatia

'Haunted House Project - Game Over

'3/29/2018

Public Class frmGameOver

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

MessageBox.Show("Have a nice day!")

End

End Sub

Private Sub btnRestart\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnRestart.Click

Me.Visible = False

frmInstructions.Visible = True

End Sub

End Class