Public Class Form1

Dim Bump As Integer

Dim wall(0 To 80) As PictureBox

Dim door(0 To 4) As PictureBox

Dim Key As Boolean = False

Dim enemy1 As Boolean = False

Dim enemy2 As Boolean = False

Dim sword As Boolean = False

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

wall(0) = picWall0

wall(1) = picWall1

wall(2) = picWall2

wall(3) = picWall3

wall(4) = picWall4

wall(5) = picWall5

wall(6) = picWall6

wall(7) = picWall7

wall(8) = picWall8

wall(9) = picWall9

wall(10) = picWall10

wall(11) = picWall11

wall(12) = picWall12

wall(13) = picWall13

wall(14) = picWall14

wall(15) = picWall15

wall(16) = picWall16

wall(17) = picWall17

wall(18) = picWall18

wall(19) = picWall19

wall(20) = picWall20

wall(21) = picWall21

wall(22) = picWall22

wall(23) = picWall23

wall(24) = picWall24

wall(25) = picWall25

wall(26) = picWall26

wall(27) = picWall27

wall(28) = picWall28

wall(29) = picWall29

wall(30) = picWall30

wall(31) = picWall31

wall(32) = picWall32

wall(33) = picWall33

wall(34) = picWall34

wall(35) = picWall35

wall(36) = picWall36

wall(37) = picWall37

wall(38) = picWall38

wall(39) = picWall39

wall(40) = picWall40

wall(41) = picWall41

wall(42) = picWall42

wall(43) = picWall43

wall(44) = picWall44

wall(45) = picWall45

wall(46) = picWall46

wall(47) = picWall47

wall(48) = picWall48

wall(49) = picWall49

wall(50) = picWall50

wall(51) = picWall51

wall(52) = picWall52

wall(53) = picWall53

wall(54) = picWall54

wall(55) = picWall55

wall(56) = picWall56

wall(57) = picWall57

wall(58) = picWall58

wall(59) = picWall59

wall(60) = picWall60

wall(61) = picWall61

wall(62) = picWall62

wall(63) = picWall63

wall(64) = picWall64

wall(65) = picWall65

wall(66) = picWall66

wall(67) = picWall67

wall(68) = picWall68

wall(69) = picWall69

wall(70) = picWall70

wall(71) = picWall71

wall(72) = picWall72

wall(73) = picWall73

wall(74) = picWall74

wall(75) = picWall75

wall(76) = picWall76

wall(77) = picWall77

wall(78) = picWall78

wall(79) = picWall79

wall(80) = picWall80

door(0) = picDoor0

door(1) = picDoor1

door(2) = picDoor2

door(3) = picDoor3

door(4) = picDoor4

End Sub

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

picCharacter.Top = picCharacter.Top - 5

chkWall(0, +5)

chkDoor(0, +5)

chkKey()

chkSword()

chkEnemy1()

chkEnemy2()

End Sub

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

picCharacter.Top = picCharacter.Top + 5

chkWall(0, -5)

chkDoor(0, -5)

chkKey()

chkSword()

chkEnemy1()

chkEnemy2()

End Sub

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

picCharacter.Left = picCharacter.Left - 5

chkWall(+5, 0)

chkDoor(+5, 0)

chkKey()

chkSword()

chkEnemy1()

chkEnemy2()

End Sub

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

picCharacter.Left = picCharacter.Left + 5

chkWall(-5, 0)

chkDoor(-5, 0)

chkKey()

chkSword()

chkEnemy1()

chkEnemy2()

End Sub

Private Sub Form1\_KeyUp(sender As System.Object, e As System.Windows.Forms.KeyEventArgs) Handles MyBase.KeyUp

If e.KeyValue = 37 Then 'left

tmrLeft.Enabled = False

ElseIf e.KeyValue = 38 Then 'Up

tmrUp.Enabled = False

ElseIf e.KeyValue = 39 Then 'Right

tmrRight.Enabled = False

ElseIf e.KeyValue = 40 Then 'Down

tmrDown.Enabled = False

End If

End Sub

Private Sub Form1\_KeyDown(sender As System.Object, e As System.Windows.Forms.KeyEventArgs) Handles MyBase.KeyDown

If e.KeyValue = 37 Then 'left

tmrLeft.Enabled = True

ElseIf e.KeyValue = 38 Then 'Up

tmrUp.Enabled = True

ElseIf e.KeyValue = 39 Then 'Right

tmrRight.Enabled = True

ElseIf e.KeyValue = 40 Then 'Down

tmrDown.Enabled = True

End If

End Sub

Private Sub chkKey()

If picCharacter.Left > picKey.Left - picCharacter.Width \_

And picCharacter.Left < picKey.Left + picKey.Width \_

And picCharacter.Top > picKey.Top - picCharacter.Height \_

And picCharacter.Top < picKey.Top + picKey.Height Then

picKey.Visible = False

Key = True

End If

End Sub

Private Sub chkSword()

If picCharacter.Left > picSword.Left - picCharacter.Width \_

And picCharacter.Left < picSword.Left + picSword.Width \_

And picCharacter.Top > picSword.Top - picCharacter.Height \_

And picCharacter.Top < picSword.Top + picSword.Height Then

picSword.Visible = False

sword = True

End If

End Sub

Private Sub chkDoor(xBump As Integer, yBump As Integer)

For i = 0 To 4

If picCharacter.Left > door(i).Left - picCharacter.Width \_

And picCharacter.Left < door(i).Left + door(i).Width \_

And picCharacter.Top > door(i).Top - picCharacter.Height \_

And picCharacter.Top < door(i).Top + door(i).Height Then

If Key = False Then

picCharacter.Left += xBump

picCharacter.Top += yBump

Else

door(i).Visible = False

End If

End If

Next

End Sub

Private Sub chkWall(xBump As Integer, yBump As Integer)

For i = 0 To 79

If picCharacter.Left > wall(i).Left - picCharacter.Width \_

And picCharacter.Left < wall(i).Left + wall(i).Width \_

And picCharacter.Top > wall(i).Top - picCharacter.Height \_

And picCharacter.Top < wall(i).Top + wall(i).Height Then

picCharacter.Left += xBump

picCharacter.Top += yBump

End If

Next

End Sub

Private Sub chkEnemy1()

If picCharacter.Left > picEnemy1.Left - picCharacter.Width \_

And picCharacter.Left < picEnemy1.Left + picEnemy1.Width \_

And picCharacter.Top > picEnemy1.Top - picCharacter.Height \_

And picCharacter.Top < picEnemy1.Top + picEnemy1.Height Then

If sword = False Then

resetGame()

Else

picEnemy1.Visible = False

End If

End If

End Sub

Private Sub resetGame()

'make doors visible

For i = 0 To 4

door(i).Visible = True

Next

'reset character location

picCharacter.Left = 248

picCharacter.Top = 435

'reset key

picKey.Visible = True

Key = False

'reset sword

picSword.Visible = True

sword = False

End Sub

Private Sub tmrEnemy1\_Trick(sender As System.Object, e As System.EventArgs) Handles tmrEnemy1.Tick

If enemy1 = True Then

picEnemy1.Left -= 3

If picEnemy1.Left < 208 Then enemy1 = False

Else

picEnemy1.Left += 3

If picEnemy1.Left > 490 Then enemy1 = True

End If

End Sub

Private Sub chkEnemy2()

If picCharacter.Left > picEnemy2.Left - picCharacter.Width \_

And picCharacter.Left < picEnemy2.Left + picEnemy2.Width \_

And picCharacter.Top > picEnemy2.Top - picCharacter.Height \_

And picCharacter.Top < picEnemy2.Top + picEnemy2.Height Then

If sword = False Then

resetGame()

Else

picEnemy2.Visible = False

End If

End If

End Sub

Private Sub tmrEnemy2\_Tick(sender As System.Object, e As System.EventArgs) Handles tmrEnemy2.Tick

If enemy2 = True Then

picEnemy2.Left -= 3

If picEnemy2.Left < 304 Then enemy2 = False

Else

picEnemy2.Left += 3

If picEnemy2.Left > 397 Then enemy2 = True

End If

End Sub

End Class