

Narration

Health

Description

Inventory

Log

Form Design and Layout:  
Set background image:  
BackgroundImage, BackgroundImageLayout  
Set form size: Size  
Adjust control positions and sizes:  
lblNarration: Location, Size  
lblHealth: Location, Size  
lblLocation: Location, Size  
lblDescription: Location, Size  
lstInventory: Location, Size  
txtCommand: Location, Size  
btnSubmit: Location, Size  
txtOutput: Location, Size  
Display:  
ShowInitialMessage():  
Display initial welcome message and options.  
DisplayGameOutput(): Display current game state, including narration, health, location, description, inventory, and choices.  
GetNarration(): Get narration text based on current game state.  
DisplayInventory(): Display inventory items.  
DisplayChoices(): Display available choices based on current game state.  
AppendResponse(): Append response text to the output textbox.

Input

Submit