

**Shooter Game in C# Visual Studio using .Net framework**  
**By Rohit Programming Zone**

**Source Code**

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```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;

namespace Shooter_Game_in_C_Sharp.Net_Rohit_programming_zone
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
            lbl_over.Hide();
        }

        bool right, left, space;
        int score;

        void Game_Result()
        {
            foreach(Control j in this.Controls)
            {
                foreach(Control i in this.Controls)
                {
                    if(j is PictureBox && j.Tag=="bullet")
                    {
                        if(i is PictureBox && i.Tag=="enemy")
                        {
                            if(j.Bounds.Intersects(i.Bounds))
                            {
                                ///uncomment for enemy movement if required//
                                //int x;
                                //Random rnd = new Random();
                                //x = rnd.Next(0, 350);
                                //i.Location = new Point(x, 0);
                                i.Top = -100;
                                ((PictureBox)j).Image = Properties.Resources.explosion;
                                score++;
                                lbl_score.Text = "Score : " + score;
                            }
                        }
                    }
                }
            }
        }

        if(player.Bounds.Intersects(ship.Bounds)||player.Bounds.Intersects(alien.Bounds))
        {
            timer1.Stop();
            lbl_over.Show();
            lbl_over.BringToFront();
        }
    }
}
```

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    }
}

void Star()
{
    foreach(Control j in this.Controls)
    {
        if(j is PictureBox && j.Tag=="stars")
        {
            j.Top += 10;
            if(j.Top>400)
            {
                j.Top = 0;
            }
        }
    }
}

void Add_Bullet()
{
    PictureBox bullet = new PictureBox();
    bullet.SizeMode = PictureBoxSizeMode.AutoSize;
    bullet.Image = Properties.Resources.bullet_img;
    bullet.BackColor = System.Drawing.Color.Transparent;
    bullet.Tag = "bullet";
    bullet.Left = player.Left + 15;
    bullet.Top = player.Top - 30;
    this.Controls.Add(bullet);
    bullet.BringToFront();
}

void Bullet_Movement()
{
    foreach(Control x in this.Controls)
    {
        if(x is PictureBox && x.Tag=="bullet")
        {
            x.Top -= 10;
            if(x.Top<100)
            {
                this.Controls.Remove(x);
            }
        }
    }
}

void Enemy_Movement()
{
    Random rnd = new Random();
    int x, y;
    if(alien.Top>=500)
    {
        x = rnd.Next(0,300);
        alien.Location = new Point(x,0);
    }
    if(ship.Top>=500)
    {
        y = rnd.Next(0,300);
        ship.Location = new Point(y,0);
    }
    else
    {
        alien.Top += 15;
        ship.Top += 10;
    }
}

```

```

    }

    void Arrow_key_Movement()
    {
        if(right==true)
        {
            if(player.Left<425)
            {
                player.Left += 20;
            }
        }
        if(left==true)
        {
            if(player.Left>10)
            {
                player.Left -= 20;
            }
        }
    }

    private void Form1_KeyDown(object sender, KeyEventArgs e)
    {
        if(e.KeyCode==Keys.Right)
        {
            right = true;
        }
        if(e.KeyCode==Keys.Left)
        {
            left = true;
        }
        if(e.KeyCode==Keys.Space)
        {
            space = true;
            Add_Bullet();
        }
    }

    private void Form1_KeyUp(object sender, KeyEventArgs e)
    {
        if (e.KeyCode == Keys.Right)
        {
            right = false;
        }
        if (e.KeyCode == Keys.Left)
        {
            left = false;
        }
        if (e.KeyCode == Keys.Space)
        {
            space = false;
        }
    }

    private void timer1_Tick(object sender, EventArgs e)
    {
        Arrow_key_Movement();
        Enemy_Movement();
        Bullet_Movement();
        Star();
        Game_Result();
    }
}
}

```