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Disclaimer Screen

frmInstructions.Designer.cs:

Added a new form for the disclaimer screen for the instruction to the game. 'closeTimer' is enabled and set to tick every 15000 milliseconds (15 seconds).

```
//  
// closeTimer  
//  
this.closeTimer.Enabled = true;  
this.closeTimer.Interval = 15000;  
this.closeTimer.Tick += new System.EventHandler(this.CloseTimer_Tick);  
//
```

Similarly, 'label1' is a label control for displaying text. It customized with specific properties like size of 900*600 pixel, particular font "Stencil, 14-point, bold), a border and specific background and text color. The label's text is set to display the instructions for a game, and its position is fixed.

```
//  
// label1  
//  
this.label1.AutoSize = true;  
this.label1.BackColor = System.Drawing.SystemColors.WindowFrame;  
this.label1.BorderStyle = System.Windows.Forms.BorderStyle.FixedSingle;  
this.label1.Font = new System.Drawing.Font("Stencil", 14F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(0)));  
this.label1.ForeColor = System.Drawing.SystemColors.InactiveBorder;  
this.label1.Location = new System.Drawing.Point(44, 159);  
this.label1.Name = "label1";  
this.label1.Size = new System.Drawing.Size(900, 600);  
this.label1.TabIndex = 0;  
this.label1.Text = "\r\nWelcome to the Battle game !!! Use the arrow key to move within the game.\n " +  
    "You'll see a attack, run and sheild button\n " +  
    "along with a volume slider to adjust the volume to your liking.\n Use spacebar to pickup health potion. ......."  
    "\r\n\r\n" +
```

And 'frmInstructions' is a form in a Windows form application, for an instruction screen for the game which includes the 'label1' control for displaying game instructions. This form has methods like 'InitializeComponent', which sets the form and its components. There are also event handlers for various form events, such as loading the form and actions related to the 'label1' control.

```
//  
// frmInstructions  
//  
this.AutoScaleDimensions = new System.Drawing.SizeF(9F, 20F);  
this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;  
this.BackgroundImage = ((System.Drawing.Image)(resources.GetObject("$this.BackgroundImage")));  
this.ClientSize = new System.Drawing.Size(1764, 1050);  
this.Controls.Add(this.label1);  
this.Name = "frmInstructions";  
this.Text = "frmInstructions";  
this.Load += new System.EventHandler(this.frmInstructions_Load);  
this.ResumeLayout(false);  
this.PerformLayout();
```

frmInstructions.cs:

Here within 'CloseTimer_Tick' 2 actions occur. Firstly, 'this.closeTimer.Stop()' which stops the timer and prevents the 'Tick' event from repeatedly activating or running again after it has already run once. Secondly, 'this.Close()' which closes the form. When this method is called, it initiates the process of closing the form.

```
1 reference
private void CloseTimer_Tick(object sender, EventArgs e)
{
    //stops the timer and close the form
    this.closeTimer.Stop();
    this.Close();
}
```

Program.cs:

Here "Application.Run(new frmInstructions())" is added to initialize and display the 'frmInstructions' form as the main interface of the application.

```
0 references
static void Main()
{
    Application.EnableVisualStyles();
    Application.SetCompatibleTextRenderingDefault(false);
    // show the instructions form
    Application.Run(new frmInstructions());
    Application.Run(new FrmLevel());
}
```

Volume trackbar slider:

FrmBattle.cs:

Just added the line “*trackBarVolume.Value = trackBarVolume.Maximum;*” to set the trackbar’s value to its maximum when the form is loaded to fix the bug encountered in sprint 1.

```
1 reference
private FrmBattle() {
    InitializeComponent();
    //setting the trackbar's value to its maximum when the form is loaded
    trackBarVolume.Value = trackBarVolume.Maximum;
    player = Game.player;
    PlayAudio("data/Bg.wav");
    attackSound = new SoundPlayer(Resources.Kamehameha); // Load the attack sound from resources
}
```

FrmBattle.Designer.cs:

Added the highlighted lines to *trackBar1* which sets the maximum value of the trackbar to 10 and the other line that sets the initial value of the trackbar to its maximum value, which is 10. This means the slider will start at the far end of the trackbar.

```
//
// trackBar1
//
this.trackBar1.Location = new System.Drawing.Point(800, 668);
this.trackBar1.Name = "trackBar1";
this.trackBar1.Size = new System.Drawing.Size(302, 69);
this.trackBar1.TabIndex = 16;
this.trackBar1.Maximum = 10;
this.trackBar1.Value = this.trackBar1.Maximum;
this.trackBar1.Scroll += new System.EventHandler(this.trackBarVolume_Scroll);
//
```

Co’Niya Butler Character Dialog

FrmBattle.cs:

Added richTextBox1 and the dialog that will happen when those things occur in the game once the attack button is pressed. This means that once the button is pressed the dialog will appear in the text box, but only during the Boss battle against the Koolaid Man.

```

//reference
private void btnAttack_Click(object sender, EventArgs e) {

    //player.OnAttack(-4);
    if (shieldActivated)
    {
        if (player.Health > 0)
        {
            player.OnAttack(-2);
            richTextBox1.Text += "Enemy: Not so tough are you? Hahahahah.";
            richTextBox1.Text += "\n";
        }
    }
    else
    {
        if(enemy.Health > 0)
        {
            enemy.OnAttack(-2);
            richTextBox1.Text += "Player: You thought I was gonna take it easy on you? Not today..";
            richTextBox1.Text += "\n";
        }
        if(player.Health > 0)
        {
            player.OnAttack(-4);
            richTextBox1.Text += "Enemy: Not so tough are you? Hahahahah.";
            richTextBox1.Text += "\n";
        }
    }
}

```

FrmBattle.Designer.cs:

Added the highlighted code, which creates a RichTextBox form which is inside of the boss battle form.

```

private System.Windows.Forms.Label label2;
private System.Windows.Forms.Label lblEnemyHealthFull;
private System.Windows.Forms.PictureBox picBossBattle;
private System.Windows.Forms.Timer tmrFinalBattle;
private System.Windows.Forms.Button btnRun;
private System.Windows.Forms.Button btnShield;
private System.Windows.Forms.TrackBar trackBarVolume;
private System.Windows.Forms.TrackBar trackBar1;
private System.Windows.Forms.RichTextBox richTextBox1;
}

```