Part 2: Collisions

Objective: Re-position PictureBox1 when it collides with a wall

Add new picture box into form (PictureBox2).

Add image.

New code to go under last if statement from earlier exercise:

If PictureBox1.Bounds.IntersectsWith(PictureBox2.Bounds) Then

PictureBox1.Top = 10

PictureBox1.Left = 10

End If

Save all and rebuild solution.

Start.

TEST: Move PictureBox1 into PictureBox2. When one of the edges of PictureBox1 touches an edge of PictureBox2, the new If statement is true and PictureBox1 will re-position to the new co-ordinates.

RESULT: Pass.

Note moving at 1 pixel at a time is very slow. Change pixel increment amount to 5 and retest.

Copy PictureBox2 3 more times and position these PictureBoxes to create a wall around the form.

Move PictureBox1 to new starting position, e.g. just under and right of top left corner.

PictureBox1’s new location is 125, 53.

Code to be adjusted for new PictureBoxes and new starting position.

Code becomes:

Public Class Form1

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

If e.KeyCode = Keys.W Then

PictureBox1.Top = PictureBox1.Top - 5

End If

If e.KeyCode = Keys.A Then

PictureBox1.Left = PictureBox1.Left - 5

End If

If e.KeyCode = Keys.S Then

PictureBox1.Top = PictureBox1.Top + 5

End If

If e.KeyCode = Keys.D Then

PictureBox1.Left = PictureBox1.Left + 5

End If

If PictureBox1.Bounds.IntersectsWith(PictureBox2.Bounds) Then

PictureBox1.Top = 53

PictureBox1.Left = 125

End If

If PictureBox1.Bounds.IntersectsWith(PictureBox3.Bounds) Then

PictureBox1.Top = 53

PictureBox1.Left = 125

End If

If PictureBox1.Bounds.IntersectsWith(PictureBox4.Bounds) Then

PictureBox1.Top = 53

PictureBox1.Left = 125

End If

If PictureBox1.Bounds.IntersectsWith(PictureBox5.Bounds) Then

PictureBox1.Top = 53

PictureBox1.Left = 125

End If

End Sub

End Class

Objective Met