using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

using cLibrary;

namespace PVM6\_6615

{

public partial class mainForm : Form

{

Random r = new Random();

int numb = 0, pressed = 0, happy = 0;

Timer tmove = new Timer();

Timer tenemy = new Timer();

Timer tdialog = new Timer();

Timer temote = new Timer();

Label box;

obj player, chest;

obj npc1, npc2, npc3, m1, m2, m3;

Panel game;

bool talk1 = false, talk2 = false, talk3 = false;

bool up = false, down = false, left = false, right = false, get = false;

public mainForm()

{

InitializeComponent();

setLayer();

gameLayer();

tdialog.Interval = 100;

temote.Interval = 500;

tmove.Interval = 100;

tenemy.Interval = 1000;

}

private void setLayer()

{

this.MaximizeBox = false;

this.Text = "RPG";

this.WindowState = FormWindowState.Maximized;

menuStrip1.BackColor = Color.Green;

}

private void gameLayer()

{

game = new Panel();

game.Size = new Size(800, 600);

game.Location = new Point(290, 60);

game.BackColor = Color.Silver;

game.BackgroundImage = Image.FromFile("map/village.jpg");

game.Hide();

this.Controls.Add(game);

}

private void dialogBox(obj npc)

{

box = new Label();

box.BackColor = Color.White;

box.Size = new Size(200, 50);

box.Location = new Point(npc.Icon.Left + npc.Icon.Width, npc.Icon.Top);

game.Controls.Add(box);

}

private void createNPC()

{

npc1 = new obj("npc1");

npc2 = new obj("npc2");

npc3 = new obj("npc3");

npc1.Icon.Location = new Point(120, 200);

npc2.Icon.Location = new Point(440, 50);

npc3.Icon.Location = new Point(600, 400);

game.Controls.Add(npc1.Icon);

game.Controls.Add(npc2.Icon);

game.Controls.Add(npc3.Icon);

}

private void createMons()

{

int rlocate = r.Next(1, 4);

m1 = new obj("monster");

m2 = new obj("monster");

m3 = new obj("monster");

if (rlocate == 1)

{

m1.Icon.Location = new Point(570, 120);

m2.Icon.Location = new Point(250, 280);

m3.Icon.Location = new Point(300, 550);

}

else if (rlocate == 2)

{

m1.Icon.Location = new Point(570, 150);

m2.Icon.Location = new Point(150, 70);

m3.Icon.Location = new Point(300, 300);

}

else if (rlocate == 3)

{

m1.Icon.Location = new Point(100, 550);

m2.Icon.Location = new Point(480, 500);

m3.Icon.Location = new Point(550, 300);

}

game.Controls.Add(m1.Icon);

game.Controls.Add(m2.Icon);

game.Controls.Add(m3.Icon);

}

private void createChest()

{

chest = new obj("chest");

chest.Icon.Location = new Point(500, 500);

game.Controls.Add(chest.Icon);

}

int other = 0;

private void moveMons()

{

int dir = r.Next(1, 5);

tenemy.Tick += (s, e) =>

{

if (dir == 1)

{

m1.Icon.Top -= 50;

m1.Icon.Image = m1.Icons[0, 0].Image;

m2.Icon.Top += 50;

m2.Icon.Image = m2.Icons[1, 0].Image;

m3.Icon.Left += 40;

m3.Icon.Image = m3.Icons[3, 0].Image;

}

else if (dir == 2)

{

m1.Icon.Left -= 40;

m1.Icon.Image = m1.Icons[2, 0].Image;

m2.Icon.Top += 50;

m2.Icon.Image = m2.Icons[1, 0].Image;

m3.Icon.Left += 40;

m3.Icon.Image = m3.Icons[3, 0].Image;

}

else if (dir == 3)

{

m1.Icon.Left -= 40;

m1.Icon.Image = m1.Icons[2, 0].Image;

m2.Icon.Left += 40;

m2.Icon.Image = m2.Icons[3, 2].Image;

m3.Icon.Top -= 50;

m3.Icon.Image = m3.Icons[0, 0].Image;

}

else if (dir == 4)

{

m1.Icon.Top -= 50;

m1.Icon.Image = m1.Icons[0, 0].Image;

m2.Icon.Left += 40;

m2.Icon.Image = m2.Icons[3, 0].Image;

m3.Icon.Top += 50;

m3.Icon.Image= m3.Icons[1, 0].Image;

}

};

tenemy.Start();

}

private void goForrest()

{

if (player.Icon.Top >= game.Height - player.Icon.Height &&

(player.Icon.Left >= 350 && player.Icon.Left <=500))

{

game.Controls.Remove(npc1.Icon);

game.Controls.Remove(npc2.Icon);

game.Controls.Remove(npc3.Icon);

npc1 = null;

npc2 = null;

npc3 = null;

game.BackgroundImage = Image.FromFile("map/forrest.png");

player.Icon.Location = new Point(100, 100);

createChest();

createMons();

moveMons();

}

}

private void talkWithNPC()

{

if (npc1 != null && npc2 != null && npc3 != null)

{

if (player.Icon.Left == npc1.Icon.Left - 40 || player.Icon.Left == npc1.Icon.Left + 40)

{

dialogBox(npc1);

talk1 = true;

talk2 = false;

talk3 = false;

}

else if (player.Icon.Top == npc2.Icon.Top + 50 || player.Icon.Top == npc2.Icon.Top - 50 ||

player.Icon.Left == npc2.Icon.Left + 40 || player.Icon.Left == npc2.Icon.Left - 40)

{

dialogBox(npc2);

talk2 = true;

talk1 = false;

talk3 = false;

}

else if (player.Icon.Top == npc3.Icon.Top + 50 || player.Icon.Top == npc3.Icon.Top - 50 ||

player.Icon.Left == npc3.Icon.Left + 40 || player.Icon.Left == npc3.Icon.Left - 40)

{

dialogBox(npc3);

talk3 = true;

talk1 = false;

talk2 = false;

}

}

}

private void getFaint()

{

if (m1 != null && m2 != null && m3 != null)

{

if (player.Icon.Bounds.IntersectsWith(m1.Icon.Bounds) || player.Icon.Bounds.IntersectsWith(m2.Icon.Bounds) ||

player.Icon.Bounds.IntersectsWith(m3.Icon.Bounds))

{

tmove.Stop();

player.Icon.Image = player.Faint.Image;

player.Icon.Location = new Point(100, 100);

}

}

}

private void getChest()

{

if (chest != null)

{

if (player.Icon.Top == chest.Icon.Top + 50 || player.Icon.Top == chest.Icon.Top - 50 ||

player.Icon.Left == chest.Icon.Left + 40 || player.Icon.Left == chest.Icon.Left - 40)

{

get = true;

happy++;

}

}

}

private void startGameToolStripMenuItem\_Click(object sender, EventArgs e)

{

player = new obj("player");

createNPC();

game.Show();

game.Controls.Add(player.Icon);

tdialog.Tick += Tdialog\_Tick;

temote.Tick += Temote\_Tick;

tmove.Tick += Tmove\_Tick;

this.KeyDown += MainForm\_KeyDown;

}

private void resumeGameToolStripMenuItem\_Click(object sender, EventArgs e)

{

}

private void exitToolStripMenuItem\_Click(object sender, EventArgs e)

{

if (MessageBox.Show("Do you want to quit?", "", MessageBoxButtons.YesNo) == DialogResult.Yes)

{

this.Close();

}

}

int ctr1 = 0, ctr2= 0, ctr3= 0;

private void Tdialog\_Tick(object sender, EventArgs e)

{

if (talk1 == true)

{

ctr1++;

if (ctr1 < npc1.Dialog.Length)

{

if (pressed <= 1) box.Text = npc1.Dialog.Substring(0, ctr1);

else if (pressed > 1)

{

tdialog.Stop();

ctr1 = 0;

box.Text = "";

box.Text = npc1.Dialog;

}

}

else

{

pressed = 0;

ctr1 = 0;

game.Controls.Remove(box);

tdialog.Stop();

}

}

if (talk2 == true)

{

ctr2++;

if (ctr2 < npc2.Dialog.Length)

{

if (pressed <= 1) box.Text = npc2.Dialog.Substring(0, ctr2);

else if (pressed > 1)

{

tdialog.Stop();

ctr2 = 0;

box.Text = "";

box.Text = npc2.Dialog;

}

}

else

{

pressed = 0;

ctr2 = 0;

game.Controls.Remove(box);

tdialog.Stop();

}

}

if (talk3 == true)

{

ctr3++;

if (ctr3 < npc3.Dialog.Length)

{

if (pressed <= 1) box.Text = npc3.Dialog.Substring(0, ctr3);

else if (pressed > 1)

{

tdialog.Stop();

ctr3 = 0;

box.Text = "";

box.Text = npc3.Dialog;

}

}

else

{

pressed = 0;

ctr3 = 0;

game.Controls.Remove(box);

tdialog.Stop();

}

}

}

private void Temote\_Tick(object sender, EventArgs e)

{

if (get == true)

{

if (happy % 1 == 0) player.Icon.Image = player.Emote[0].Image;

if (happy % 2 == 0) player.Icon.Image = player.Emote[1].Image;

}

}

private void Tmove\_Tick(object sender, EventArgs e)

{

if (up == true)

{

if (numb % 1 == 0) player.Icon.Image = player.Icons[0, 0].Image;

if (numb % 2 == 0) player.Icon.Image = player.Icons[0, 2].Image;

}

if (down == true)

{

if (numb % 1 == 0) player.Icon.Image = player.Icons[1, 0].Image;

if (numb % 2 == 0) player.Icon.Image = player.Icons[1, 2].Image;

}

if (left == true)

{

if (numb % 1 == 0) player.Icon.Image = player.Icons[2, 0].Image;

if (numb % 2 == 0) player.Icon.Image = player.Icons[2, 2].Image;

}

if (right == true)

{

if (numb % 1 == 0) player.Icon.Image = player.Icons[3, 0].Image;

if (numb % 2 == 0) player.Icon.Image = player.Icons[3, 2].Image;

}

}

private void MainForm\_KeyDown(object sender, KeyEventArgs e)

{

tmove.Start();

if (e.KeyCode == Keys.W)

{

player.Icon.Top -= 50;

up = true;

down = false;

left = false;

right = false;

numb++;

}

else if (e.KeyCode == Keys.A)

{

player.Icon.Left -= 40;

left = true;

up = false;

down = false;

right = false;

numb++;

}

else if (e.KeyCode == Keys.S)

{

player.Icon.Top += 50;

down = true;

up = false;

left = false;

right = false;

numb++;

}

else if (e.KeyCode == Keys.D)

{

player.Icon.Left += 40;

right = true;

up = false;

down = false;

left = false;

numb++;

}

else if (e.KeyCode == Keys.Space)

{

tdialog.Start();

temote.Start();

talkWithNPC();

getChest();

pressed++;

}

goForrest();

getFaint();

getChest();

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Drawing;

using System.Windows.Forms;

namespace cLibrary

{

public class obj

{

private string dialog;

private PictureBox icon, faint;

private PictureBox[] emote= new PictureBox[2];

private PictureBox[,] icons = new PictureBox[4, 3];

public obj(string type)

{

this.faint = new PictureBox();

this.faint.Size = new Size(40, 50);

this.faint.SizeMode = PictureBoxSizeMode.StretchImage;

for (int i = 0; i < 2; i++)

{

this.emote[i] = new PictureBox();

this.emote[i].Size = new Size(40, 50);

this.emote[i].SizeMode = PictureBoxSizeMode.StretchImage;

}

for (int i = 0; i < 4; i++)

{

for (int j = 0; j < 3; j++)

{

this.icons[i, j] = new PictureBox();

this.icons[i, j].Size = new Size(40, 50);

this.icons[i, j].SizeMode = PictureBoxSizeMode.StretchImage;

}

}

if (type == "player")

{

this.icons[0, 0].Image = Image.FromFile("playerimg/atas1.png");

this.icons[0, 1].Image = Image.FromFile("playerimg/atasidle.png");

this.icons[0, 2].Image = Image.FromFile("playerimg/atas2.png");

this.icons[1, 0].Image = Image.FromFile("playerimg/bawah1.png");

this.icons[1, 1].Image = Image.FromFile("playerimg/bawahidle.png");

this.icons[1, 2].Image = Image.FromFile("playerimg/bawah2.png");

this.icons[2, 0].Image = Image.FromFile("playerimg/kiri1.png");

this.icons[2, 1].Image = Image.FromFile("playerimg/kiriidle.png");

this.icons[2, 2].Image = Image.FromFile("playerimg/kiri2.png");

this.icons[3, 0].Image = Image.FromFile("playerimg/kanan1.png");

this.icons[3, 1].Image = Image.FromFile("playerimg/kananidle.png");

this.icons[3, 2].Image = Image.FromFile("playerimg/kanan2.png");

this.emote[0].Image = Image.FromFile("playerimg/happy1.png");

this.emote[1].Image = Image.FromFile("playerimg/happy2.png");

this.faint.Image = Image.FromFile("playerimg/faint.png");

this.icon = icons[1, 1];

}

else if (type == "npc1")

{

this.dialog = "May the God Bless You!";

this.icons[0, 0].Image = Image.FromFile("npcimg/npc1.png");

this.icon = icons[0, 0];

}

else if (type == "npc2")

{

this.dialog = "Hello, Advanture Welcome to this world!";

this.icons[0, 1].Image = Image.FromFile("npcimg/npc2.png");

this.icon = icons[0, 1];

}

else if (type == "npc3")

{

this.dialog = "Please get the treasure for us!";

this.icons[0, 2].Image = Image.FromFile("npcimg/npc3.png");

this.icon = icons[0, 2];

}

else if (type == "monster")

{

this.icons[0, 0].Image = Image.FromFile("monsimg/atas1.png");

this.icons[0, 1].Image = Image.FromFile("monsimg/atasidle.png");

this.icons[0, 2].Image = Image.FromFile("monsimg/atas2.png");

this.icons[1, 0].Image = Image.FromFile("monsimg/bawah1.png");

this.icons[1, 1].Image = Image.FromFile("monsimg/bawahidle.png");

this.icons[1, 2].Image = Image.FromFile("monsimg/bawah2.png");

this.icons[2, 0].Image = Image.FromFile("monsimg/kiri1.png");

this.icons[2, 1].Image = Image.FromFile("monsimg/kiriidle.png");

this.icons[2, 2].Image = Image.FromFile("monsimg/kiri2.png");

this.icons[3, 0].Image = Image.FromFile("monsimg/kanan1.png");

this.icons[3, 1].Image = Image.FromFile("monsimg/kananidle.png");

this.icons[3, 2].Image = Image.FromFile("monsimg/kanan2.png");

this.icon = icons[1, 1];

}

else if (type == "chest")

{

this.icons[0, 0].Image = Image.FromFile("map/chest.png");

this.icon = this.icons[0, 0];

}

}

public PictureBox Icon

{

set { this.icon = value; }

get { return this.icon; }

}

public PictureBox[] Emote

{

set { this.emote = value; }

get { return this.emote; }

}

public PictureBox[,] Icons

{

set { this.icons = value; }

get { return this.icons; }

}

public PictureBox Faint

{

set { this.faint = value; }

get { return this.faint; }

}

public string Dialog

{

set { this.dialog = value; }

get { return this.dialog; }

}

}

}