

## Rocket Launch Game in C# Visual Studio

### By Rohit Programming zone

#### (Source code)

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```
using System;
using System.Drawing;
using System.Windows.Forms;

namespace Rocket_Launch_Game_in_C_Sharp
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
            lbl_over.Hide();
        }
        bool right, left;
        Random rnd = new Random();
        int x,distance,y,fq=1000,score;

        void Game_logic()
        {
            foreach(Control j in this.Controls)
            {
                if(j is PictureBox&& j.Tag=="rocks")
                {
                    if(player.Bounds.Intersects(j.Bounds))
                    {
                        timer1.Stop();
                        player.Image = Properties.Resources.Explosion_img;
                        lbl_over.Show();
                    }
                }
            }
        }

        void Update_fuel()
        {
            if(fuel.Top>400)
            {
                y = rnd.Next(0,300);
                fuel.Location = new Point(y,0);
            }
            if(player.Bounds.Intersects(fuel.Bounds))
            {
                fuel.Top = -300;
                y = rnd.Next(0,300);
                fuel.Location = new Point(y,0);
                if(fq<900)
                {
                    fq += 100;
                    lbl_fuel.Text = "Fuel : " + fq + "/Ltr";
                }
            }
            if(fq>0)
            {

```

```

        fq -= 1;
        lbl_fuel.Text = "Fuel : " + fq + "/Ltr";
    }
    if(fq<1)
    {
        timer1.Stop();
    }

    fuel.Top += 3;
}

void Rocks()
{
    foreach(Control i in this.Controls)
    {
        if(i is PictureBox&& i.Tag=="rocks")
        {
            i.Top += 4;
            if(i.Top>500)
            {
                x = rnd.Next(0,500);
                i.Location = new Point(x,0);
            }
        }
    }
}

void key_move()
{
    if(right==true)
    {
        if(player.Left<450)
        {
            player.Left += 2;
        }
    }
    if(left==true)
    {
        if(player.Left>0)
        {
            player.Left-=2;
        }
    }
}

void Launch_pad()
{
    if(player.Top<=400)
    {
        player.Top -= 1;
        launch_pad.Top += 1;
        bg.Top += 1;
        if(player.Top<=250)
        {
            player.Top = 250;
        }
    }
}

void Stars()
{
    foreach(Control j in this.Controls)
    {

```

