Rocket Launch Game in C# Visual Studio By Rohit Programming zone

(Source code)

```
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.IntersectsWith(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.IntersectsWith(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)</pre>
   {
       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)</pre>
           player.Left += 2;
    if(left==true)
    if(player.Left>0)
    {
       player.Left-=2;
    }
}
void Launch_pad()
{
    if(player.Top<=400)</pre>
       player.Top -= 1;
       launch_pad.Top += 1;
       bg.Top += 1;
       if(player.Top<=250)</pre>
           player.Top = 250;
       }
    }
}
void Stars()
    foreach(Control j in this.Controls)
```

```
if(j is Label && j.Tag=="stars")
                  j.SendToBack();
                  j.Top += 10;
                  if(j.Top>400)
                      j.Top = 0;
                      distance += 2;
                      lbl_distance.Text = "Distance : " + distance + "/KM";
                      score +=1;
                      lbl_score.Text = "Score : " + score;
                  }
              }
           }
       }
       private void timer1_Tick(object sender, EventArgs e)
           Launch_pad();
           Stars();
           key_move();
           Rocks();
           Update_fuel();
           Game_logic();
       }
       private void btn launch Click(object sender, EventArgs e)
           timer1.Start();
           btn_launch.Hide();
       }
       private void Form1_KeyDown(object sender, KeyEventArgs e)
           if(e.KeyCode==Keys.Right)
               right = true;
           if(e.KeyCode==Keys.Left)
           {
               left = true;
           }
       }
       private void Form1_KeyUp(object sender, KeyEventArgs e)
           if (e.KeyCode == Keys.Right)
               right = false;
           if (e.KeyCode == Keys.Left)
               left = false;
       }
   }
}
        For More Tutorial Visit-https://rohitprogrammingzone.blogspot.com
```