Perkembangan Ketiga

Mulai memberikan source code pada project game vb

Source Code :

Public Class Form1

Dim skor As Integer = 0

Dim waktu As Integer = 0

Dim makananx As Integer

Dim makanany As Integer

Dim atas As Boolean = False

Dim bawah As Boolean = False

Dim kiri As Boolean = False

Dim kanan As Boolean = True

Dim tambahan\_tubuh As Integer = 4

Dim x As Integer

Dim tubuh(200) As PictureBox

Dim pause As Boolean = False

Private Sub Button1\_Click(sender As Object, e As EventArgs) Handles Button1.Click

mulai()

TimerWaktu.Enabled = True

TimerUlar.Enabled = True

End Sub

Private Sub mulai()

Makanan.Visible = True

KepalaUlar.Visible = True

Button1.Visible = False

Me.Focus()

makananBaru()

For Me.x = 1 To tambahan\_tubuh

tubuh(x) = New PictureBox()

'snakebody(x).Image = My.Resources.

tubuh(x).Width = 15

tubuh(x).Height = 15

tubuh(x).BackColor = Color.Green

tubuh(x).Left = 120 - (15 \* x)

tubuh(x).Top = 180

tubuh(x).SizeMode = PictureBoxSizeMode.StretchImage

Controls.Add(tubuh(x))

Next

End Sub

Private Sub makananBaru()

Randomize()

makanany = Rnd() \* 24

makananx = Rnd() \* 24

Makanan.Location = New Point(makananx \* 15, makanany \* 15)

End Sub

Private Sub gerakUlar()

tubuh(1).Location = KepalaUlar.Location

If atas = True Then

KepalaUlar.Top += -15

End If

If bawah = True Then

KepalaUlar.Top += 15

End If

If kanan = True Then

KepalaUlar.Left += 15

End If

If kiri = True Then

KepalaUlar.Left += -15

End If

x = tambahan\_tubuh

Do Until tubuh(2).Location = tubuh(1).Location

tubuh(x).Location = tubuh(x - 1).Location

x -= 1

Loop

cekmakanan()

tubuh(tambahan\_tubuh).Visible = True

tabrakan()

End Sub

Private Sub cekmakanan()

If KepalaUlar.Location = Makanan.Location Then

makananTertelan()

End If

End Sub

Private Sub makananTertelan()

makananBaru()

skor += 1

tambahan\_tubuh += 1

tubuh(tambahan\_tubuh) = New PictureBox()

'snakebody(x).Image = My.Resources.

tubuh(tambahan\_tubuh).Width = 15

tubuh(tambahan\_tubuh).Height = 15

tubuh(tambahan\_tubuh).BackColor = Color.Red

tubuh(tambahan\_tubuh).SizeMode = PictureBoxSizeMode.StretchImage

tubuh(tambahan\_tubuh).Visible = False

Controls.Add(tubuh(tambahan\_tubuh))

End Sub

Private Sub tabrakan()

For Me.x = 1 To tambahan\_tubuh

If tubuh(x).Location = KepalaUlar.Location Then

nabrakTubuh()

End If

If KepalaUlar.Left = Me.ClientRectangle.Left Or KepalaUlar.Top = Me.ClientRectangle.Top Or KepalaUlar.Top +

KepalaUlar.Height = Me.ClientRectangle.Top +

Me.ClientRectangle.Height Or KepalaUlar.Left +

KepalaUlar.Width = Me.ClientRectangle.Left +

Me.ClientRectangle.Width Or KepalaUlar.Left +

KepalaUlar.Width = Me.ClientRectangle.Left +

Me.ClientRectangle.Width Then

nabrakTembok()

End If

Next

End Sub

Private Sub nabrakTubuh()

TimerWaktu.Enabled = False

TimerUlar.Enabled = False

MessageBox.Show("Hehe! Jangan makan tubuh ndiri sob", "Permainan Selesai")

Application.Restart()

End Sub

Private Sub nabrakTembok()

TimerWaktu.Enabled = False

TimerUlar.Enabled = False

MessageBox.Show("yah nabrak tembok dah", "Permainan Selesai")

Application.Restart()

End Sub

Private Sub TimerTime\_Tick(sender As Object, e As EventArgs) Handles TimerWaktu.Tick

waktu += 1

End Sub

Private Sub TimerMoveSnake\_Tick(sender As Object, e As EventArgs) Handles TimerUlar.Tick

gerakUlar()

Me.Text = "Score : " & skor & ", Time : " & waktu & ",Press P to Pause"

End Sub

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

If e.KeyValue = Keys.Right And kiri = False Then

kanan = True

atas = False

bawah = False

End If

If e.KeyValue = Keys.Left And kanan = False Then

kiri = True

atas = False

bawah = False

End If

If e.KeyValue = Keys.Up And bawah = False Then

atas = True

kiri = False

kanan = False

End If

If e.KeyValue = Keys.Down And atas = False Then

bawah = True

kiri = False

kanan = False

End If

End Sub

Private Sub Form1\_Load(sender As Object, e As EventArgs) Handles MyBase.Load

End Sub

End Class

Output dari program :



