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' Animation with a Timer

Public Class Form1
    Inherits System.Windows.Forms.Form

    #Region " Windows Form Designer generated code "

        Public Sub New()
            MyBase.New()

            'This call is required by the Windows Form Designer.
            InitializeComponent()

            'Add any initialization after the InitializeComponent() call

        End Sub

        'Form overrides dispose to clean up the component list.
        Protected Overrides Sub Dispose(ByVal disposing As Boolean)
            If disposing Then
                If Not (components Is Nothing) Then
                    components.Dispose()
                End If
            End If
            MyBase.Dispose(disposing)
        End Sub

        'Required by the Windows Form Designer
        Private components As System.ComponentModel.IContainer

        'NOTE: The following procedure is required by the Windows Form Designer
        'It can be modified using the Windows Form Designer.
        'Do not modify it using the code editor.
        Friend WithEvents picChuck As System.Windows.Forms.PictureBox
        Friend WithEvents tmrChuck As System.Windows.Forms.Timer
        Friend WithEvents lblTime As System.Windows.Forms.Label
        Friend WithEvents tmrTime As System.Windows.Forms.Timer
        Friend WithEvents picFist As System.Windows.Forms.PictureBox
        Friend WithEvents tmrFist As System.Windows.Forms.Timer
        Friend WithEvents MainMenu1 As System.Windows.Forms.MainMenu
        Friend WithEvents mnuFile As System.Windows.Forms.MenuItem
        Friend WithEvents mnuFileExit As System.Windows.Forms.MenuItem
        Friend WithEvents btnFaster As System.Windows.Forms.Button
        Friend WithEvents btnStart As System.Windows.Forms.Button
        <System.Diagnostics.DebuggerStepThrough()> Private Sub InitializeComponent()
            Me.components = New System.ComponentModel.Container
            Dim resources As System.Resources.ResourceManager = New System.Resources.
ResourceManager(GetType(Form1))
            Me.picChuck = New System.Windows.Forms.PictureBox
            Me.tmrChuck = New System.Windows.Forms.Timer(Me.components)
            Me.lblTime = New System.Windows.Forms.Label
            Me.tmrTime = New System.Windows.Forms.Timer(Me.components)
            Me.picFist = New System.Windows.Forms.PictureBox
            Me.tmrFist = New System.Windows.Forms.Timer(Me.components)
            Me.MainMenu1 = New System.Windows.Forms.MainMenu
            Me.mnuFile = New System.Windows.Forms.MenuItem
            Me.mnuFileExit = New System.Windows.Forms.MenuItem
            Me.btnFaster = New System.Windows.Forms.Button
            Me.btnStart = New System.Windows.Forms.Button
            Me.SuspendLayout()
            '
            'picChuck
            '
            Me.picChuck.BackColor = System.Drawing.Color.Transparent
            Me.picChuck.Image = CType(resources.GetObject("picChuck.Image"), System.Drawing.
Image)
            Me.picChuck.Location = New System.Drawing.Point(192, 8)
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Me.picChuck.Name = "picChuck"
Me.picChuck.Size = New System.Drawing.Size(96, 112)
Me.picChuck.SizeMode = System.Windows.Forms.PictureBoxSizeMode.StretchImage
Me.picChuck.TabIndex = 0
Me.picChuck.TabStop = False
'
'tmrChuck
'
Me.tmrChuck.Enabled = True
Me.tmrChuck.Interval = 1000
'
'lblTime
'
Me.lblTime.BorderStyle = System.Windows.Forms.BorderStyle.FixedSingle
Me.lblTime.Location = New System.Drawing.Point(248, 224)
Me.lblTime.Name = "lblTime"
Me.lblTime.Size = New System.Drawing.Size(32, 24)
Me.lblTime.TabIndex = 3
Me.lblTime.Text = "30"
'
'tmrTime
'
Me.tmrTime.Enabled = True
Me.tmrTime.Interval = 1000
'
'picFist
'
Me.picFist.Image = CType(resources.GetObject("picFist.Image"), System.Drawing. Image)
Me.picFist.Location = New System.Drawing.Point(136, 232)
Me.picFist.Name = "picFist"
Me.picFist.Size = New System.Drawing.Size(24, 40)
Me.picFist.SizeMode = System.Windows.Forms.PictureBoxSizeMode.StretchImage
Me.picFist.TabIndex = 4
Me.picFist.TabStop = False
'
'tmrFist
'
Me.tmrFist.Interval = 30
'
'MainMenu1
'
Me.MainMenu1.MenuItems.AddRange(New System.Windows.Forms.MenuItem() {Me.mnuFile})
'
'mnuFile
'
Me.mnuFile.Index = 0
Me.mnuFile.MenuItems.AddRange(New System.Windows.Forms.MenuItem() {Me. mnuFileExit})
Me.mnuFile.Text = "&File"
'
'mnuFileExit
'
Me.mnuFileExit.Index = 0
Me.mnuFileExit.Text = "E&xit"
'
'btnFaster
'
Me.btnFaster.Location = New System.Drawing.Point(8, 192)
Me.btnFaster.Name = "btnFaster"
Me.btnFaster.TabIndex = 5
Me.btnFaster.Text = "&Faster"
'
'btnStart
'
Me.btnStart.Location = New System.Drawing.Point(8, 232)
Me.btnStart.Name = "btnStart"
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Me.btnStart.TabIndex = 6
Me.btnStart.Text = "&Start/Stop"
'
'Form1
'
Me.AutoScaleBaseSize = New System.Drawing.Size(5, 13)
Me.ClientSize = New System.Drawing.Size(292, 273)
Me.Controls.Add(Me.btnStart)
Me.Controls.Add(Me.btnFaster)
Me.Controls.Add(Me.picFist)
Me.Controls.Add(Me.lblTime)
Me.Controls.Add(Me.picChuck)
Me.KeyPreview = True
Me.Menu = Me.MainMenu1
Me.Name = "Form1"
Me.Text = "Form1"
Me.ResumeLayout(False)

End Sub

#End Region

' required to play sound
Private Declare Auto Function PlaySound Lib "winmm.dll" (ByVal lpszSoundName As String,
, ByVal hModule As Integer, ByVal dwFlags As Integer) As Integer

Dim mintBegin As Integer = 0

Private Sub Form1_KeyDown(ByVal sender As Object, ByVal e As System.Windows.Forms.
KeyEventArgs) Handles MyBase.KeyDown

    If (e.KeyCode = Keys.Space) Then
        tmrFist.Start()
    End If

End Sub

Private Sub tmrChuck_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles tmrChuck.Tick

    If (picChuck.Left > 5) Then
        picChuck.Left = picChuck.Left - 5
    End If

End Sub

Private Sub tmrTime_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles tmrTime.Tick

    lblTime.Text = Val(lblTime.Text) - 1

    If (Val(lblTime.Text) <= 0) Then
        tmrTime.Stop()
        MessageBox.Show("Game Over", " ", MessageBoxButtons.OK, MessageBoxIcon.None)
        Application.Exit()
    End If

End Sub

Private Sub tmrFist_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles tmrFist.Tick

    picFist.Top = picFist.Top - 30

    If (picFist.Top < 0) Then ' resetting the fist to the bottom of the screen
        picFist.Top = 200
        tmrFist.Enabled = False
    End If

End Sub
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    If (picFist.Top < picChuck.Top + picChuck.Height And picFist.Left > picChuck.Left
And picFist.Left + picFist.Width < picChuck.Left + picChuck.Width) Then
        PlaySound(System.AppDomain.CurrentDomain.BaseDirectory() + "..\sounds\test.wav"
, 0, 1)
    End If
End Sub

Private Sub btnFaster_Click(ByVal sender As System.Object, ByVal e As System.
EventArgs) Handles btnFaster.Click
    tmrChuck.Interval = tmrChuck.Interval - 100
End Sub

Private Sub btnStart_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles btnStart.Click

    If (tmrChuck.Enabled = True) Then
        tmrChuck.Stop()
        tmrTime.Stop()
    Else
        tmrChuck.Start()
        tmrTime.Start()
    End If

End Sub

Private Sub mnuFileExit_Click(ByVal sender As System.Object, ByVal e As System.
EventArgs) Handles mnuFileExit.Click
    Application.Exit()
End Sub
End Class
```