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Public Class Form1
    Inherits System.Windows.Forms.Form

    Private Sub Form1_Paint(. . .) Handles MyBase.Paint
        Dim blackPen As New Pen(Color.Black, 2)
        e.Graphics.DrawLine(blackPen, 50, 0, 50, 250)           ' line 1
        e.Graphics.DrawLine(blackPen, 100, 50, 100, 250)        ' line 2
    End Sub

    ' moves player through maze
    Private Sub Form1_KeyDown(. . .) Handles MyBase.KeyDown
        If (e.KeyCode = Keys.Left) Then
            picX.Left -= 10
        ElseIf (e.KeyCode = Keys.Right) Then
            picX.Left += 10
        ElseIf (e.KeyCode = Keys.Up) Then
            picX.Top -= 10
        ElseIf (e.KeyCode = Keys.Down) Then
            picX.Top += 10
        End If

        If ( _____ ) Then
            MessageBox.Show("Loser - hit line 1")
            Reset()
        End If

        If ( _____ ) Then
            MessageBox.Show("Loser - hit line 2")
            Reset()
        End If

    End Sub

    ' resets player to beginning of maze
    Private Sub Reset()
        picX.Top = 0
        picX.Left = 0
    End Sub
End Class
```