

Forum:[Hack Forums](#)

Thread: [\[Game\] 2 Person Game \[SourceOnly\]](#)

The-One - April 16, 2010, 7:07 am

A pre-topic about [this](#) topic.

Is a 2p game, which get can 2 players attack each other

This is what I already have:

GetStats from WebHost

GetPlayerName

GetAttackerName

GetPlayerHealth

GetPlayerAttackLevel

GetPlayerDefenceLevel

GetPlayerBlockLevel

GetEnemyHealth

GetEnemyAttackLevel

GetEnemyDefenseLevel

GetEnemyBlockLevel

BlockSkill(No function to get it yet)

Attack (Attack>Block(Yes/No)>No>Health = Down

RandomNumbers for Attack/Block

Save at logout

Get Saved at login

Uses Block Level

Added a 'Block' Function

You can level your skills by killing people

People can die now

Pre-Fixed 'Attack' function

Added Money (Get after hitting Formula = Health * Attack / Defense)

Added ItemShop (Not the form version, the codes (Helmet,Sword,Armor,Ring)

Added PregradeCenter (Update your skills Health,Attack,Defense)(No Block because you will be to strong)

Block only added when randomize(1,5) = 2

Code Imports System.Net

Public Class Form1

Dim NHealth As String = Label2.Text

Dim OldH As String

#Region "Attack User"

Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)

Handles Button1.Click

'Hit Clicked

Dim Defence_E As Single = GetE_Defense() 'Defense_Enemy

Dim Block As String = "0"

RandomNBlock()

If RandomNBlock() = 1 Then ' Level 1 - 10

Block = RandomNumber(1, 20) ' Gets a number between 1 and 20

Elseif RandomNBlock() = 2 Then ' Level 10 - 30

Block = RandomNumber(1, 17) ' Gets a number between 1 and 17

Elseif RandomNBlock() = 3 Then 'Level 30 - 10000

Block = RandomNumber(1, 15) ' Gets a number between 1 and 15

End If

If RandomNBlock() = 1 Then

If Block = "1" > "2" Then ' If its 1,2

GoTo StopSub ' Blocked

Else

Hit()

End If

Elseif RandomNBlock() = 2 Then

If Block = "1" > "5" Then ' If its 1,2,3,4,5

GoTo StopSub ' Blocked

Else

Hit()

End If

Elseif RandomNBlock() = 3 Then

If Block = "1" > "10" Then ' If its 1,2,3,4,5,6,7,8,9,10

GoTo StopSub ' Blocked

Else : Hit()

End If

End If

StopSub:

End Sub

Public Sub Hit()

```

Dim Defence_E As Single = GetDefence() 'Defense_Enemy
Dim Attack_A As Single = GetAttack() 'Attack_Attacker
Dim Health_E As String = GetHealth() 'Health_Enemy
Dim NewHealth_E As String = GetHealth() 'NewHealth_Enemy
OldH = Health_E ' Save current health
NewHealth_E = Defence_E - Attack_A
Health_E = Health_E - NewHealth_E
NewHealth(Health_E)
DamageDone()
End Sub
Public Sub DamageDone()
    Dim NewH As String
    Dim OldHH As String
    Dim Defense As String
    Dim Health As String
    Dim Attack As String
    Dim PreMoney As String
    OldHH = OldH
    NewH = GetE_Health()
    If OldHH = NewH Then
        MsgBox("Attack has been blocked!")
    Else
        Dim Calc As String
        Calc = OldHH - NewH
        If Calc = -10000 > 0.99999 Then ' If player died
            MsgBox("Player died!")
            Me.Close()
            Form3.Show() ' You won
        Else
            MsgBox("New enemy health = " & Calc) ' If its not dead
            Label3.Text = Label3.Text + 1 ' Block + 1
            Label4.Text = Label4.Text + 1 ' Attack +1
            Label1.Text = Label1.Text + 1 ' Defense +1
            Attack = GetAttack()
            Defense = GetDefence()
            Health = GetHealth()
            PreMoney = Health * Attack / Defense
            Label6.Text = PreMoney
        End If
    End If
End Sub
#End Region
#Region "Get Current User"
Public Function GetDefence()
    Dim Player As Integer
    Dim Defence As String
    Dim PlayerStats As String
    PlayerStats = GetPlayerStats(Defence)
    Return PlayerStats(Defence)
End Function
Public Function GetAttack()
    Dim Attack As String
    Dim PlayerStats As String

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    PlayerStats = GetPlayerStats(Attack)
    Return PlayerStats(Attack)
End Function
Public Sub NewHealth(ByVal input As String)
    Dim NewHealthh As String
    NewHealthh = input
    NHealth = NewHealthh
End Sub
Public Function GetHealth()
    Dim Health As String
    Dim PlayerStats As String
    PlayerStats = GetPlayerStats(Health)
    Return PlayerStats(Health)
End Function
Public Function GetBlock()
    Dim Block As String
    Dim PlayerStats As String
    PlayerStats = GetPlayerStats(Block)
    Return PlayerStats(Block)
End Function
Public Function GetMoney()
    Dim Money As String
    Dim PlayerStats As String
    PlayerStats = GetPlayerStats(Money)
    Return PlayerStats(Money)
End Function
#End Region
#Region "Get Enemy Stats"
Public Function GetE_Attack()
    Dim Attack As String
    Dim PlayerStats As String
    PlayerStats = GetEnemyStats(Attack)
    Return PlayerStats(Attack)
End Function
Public Function GetE_Defense()
    Dim Defense As String
    Dim PlayerStats As String
    PlayerStats = GetEnemyStats(Defense)
    Return PlayerStats(Defense)
End Function
Public Function GetE_Health()
    Dim Health As String
    Dim PlayerStats As String
    PlayerStats = GetEnemyStats(Health)
    Return PlayerStats(Health)
End Function
Public Function GetE_Block()
    Dim Block As String
    Dim PlayerStats As String
    PlayerStats = GetEnemyStats(Block)
    Return PlayerStats(Block)
End Function
Public Function GetE_Money()

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    Dim Money As String
    Dim PlayerStats As String
    PlayerStats = GetEnemyStats(Money)
    Return PlayerStats(Money)
End Function
#End Region
#Region "Get Player/Enemy Stats / Other Info"
Public Function GetPlayerStats(ByVal input As String)
    Dim wc As New WebClient
    Dim CurUser As String = GetUser()
    Dim Defence As String = Label1.Text
    Dim Attack As String = Label3.Text
    Dim Health As String = Label2.Text
    Dim Block As String = Label4.Text
    If input = Defence Then
        Return Defence
    ElseIf input = Attack Then
        Return Attack
    ElseIf input = Health Then
        Return Health
    End If
End Function
Public Function GetEnemyStats(ByVal input As String)
    Dim wc As New WebClient
    Dim EnemyUser As String = GetAttacker()
    Dim Defence As String = wc.DownloadString("www.yourhost.com/Stats/Users/" &
EnemyUser & "/Defence.txt")
    Dim Attack As String = wc.DownloadString("www.yourhost.com/Stats/Users/" & EnemyUser
& "/Attack.txt")
    Dim Health As String = wc.DownloadString("www.yourhost.com/Stats/Users/" & EnemyUser
& "/Health.txt")
    Dim Block As String = wc.DownloadString("www.yourhost.com/Stats/Users/" & EnemyUser &
"/Block.txt")
    Dim Money As String = wc.DownloadString("www.yourhost.com/Stats/Users/" & EnemyUser
& "/Money.txt")
    If input = Defence Then
        Return Defence
    ElseIf input = Attack Then
        Return Attack
    ElseIf input = Health Then
        Return Health
    End If
End Function
Public Function GetAttacker()
    Dim Enemy As String = Label4.Text ' Label4.text Shows the attacker
    Return Enemy
End Function
Public Function GetUser()
    Dim User As String = Label1.Text ' Label1.text Shows the users name
    Return User
End Function

Public Function BuyItems(ByVal input As String)

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```

If input = "helmet" Then
    Add(1)
    Return (1)
Elseif input = "ring" Then
    Add(2)
    Return (2)
Elseif input = "armor" Then
    Add(3)
    Return (3)
Elseif input = "sword" Then
    Add(4)
    Return (4)
End If
End Function

```

```

Public Function UpgradeSkills(ByVal input As String)
    If input = "health" Then
        Add(5)
        Return (5)
    Elseif input = "attack" Then
        Add(6)
        Return (6)
    Elseif input = "defense" Then
        Add(7)
        Return (7)
    End If
End Function

```

```

Public Sub Add(ByVal input As String)
    If input = 1 Then
        Label1.Text = Label1.Text + 1
    Elseif input = 2 Then
        Label1.Text = Label1.Text + 1
        Label3.Text = Label3.Text + 1
    Elseif input = 3 Then
        Label1.Text = Label1.Text + 5
    Elseif input = 4 Then
        Label3.Text = Label3.Text + 5
    Elseif input = 5 Then
        Label2.Text = Label2.Text + 7
    Elseif input = 6 Then
        Label3.Text = Label3.Text + 3
    Elseif input = 7 Then
        Label1.Text = Label1.Text + 3
    End If
End Sub
#End Region

```

```

Public Function RandomNumber(ByVal MaxNumber As Integer, Optional ByVal MinNumber As Integer = 0) As Integer
    Dim r As New Random(System.DateTime.Now.Millisecond)
    If MinNumber > MaxNumber Then
        Dim t As Integer = MinNumber
    End If

```

```

    MinNumber = MaxNumber
    MaxNumber = t
End If
Return r.Next(MinNumber, MaxNumber)
End Function

```

```

Private Sub Button2_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles Button2.Click

```

```

    'Logout
    WebBrowser1.Navigate("www.yourhost.com/save.php") ' Host to save /Users/.txt
    Dim Block As String = Label4.Text
    Dim Defense As String = Label1.Text
    Dim Health As String = Label2.Text
    Dim Attack As String = Label3.Text
    Dim Name_U As String = Label5.Text
    Dim Money As String = Label6.text
    WebBrowser1.Document.GetElementById("nickname").SetAttribute("Value", Name_U)
    WebBrowser1.Document.GetElementById("defense").SetAttribute("Value", Defense)
    WebBrowser1.Document.GetElementById("block").SetAttribute("Value", Block)
    WebBrowser1.Document.GetElementById("health").SetAttribute("Value", Health)
    WebBrowser1.Document.GetElementById("attack").SetAttribute("Value", Attack)
    WebBrowser1.Document.GetElementById("money").SetAttribute("Value", Money)
    WebBrowser1.Document.GetElementById("submit").InvokeMember("click")

```

```
End Sub
```

```

Private Sub Button3_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles Button3.Click

```

```

    'Login
    Dim Login As String
    Dim Block As String
    Dim Defense As String
    Dim Health As String
    Dim Attack As String
    Dim Name_U As String
    Login = My.Settings.login ' Saved at login screen
    WebBrowser1.Navigate("www.<yourhost>.com/Users/" & Login & ".txt") ' Host, saved .txt
    Name_U = WebBrowser1.Document.GetElementById("nickname").ToString
    If Name_U = Login Then
        Defense = WebBrowser1.Document.GetElementById("defense").ToString
        Block = WebBrowser1.Document.GetElementById("block").ToString
        Health = WebBrowser1.Document.GetElementById("health").ToString
        Attack = WebBrowser1.Document.GetElementById("attack").ToString
        Label1.Text = Defense
        Label2.Text = Health
        Label3.Text = Attack
        Label4.Text = Block
        Label5.Text = Name_U
    
```

```
Else
```

```

    MsgBox("Wrong Login")
    Me.Close()
    Form2.Show() ' Show Login Screen agin

```

```
End If
```

```
End Sub
```

```
Public Function RandomNBlock()
```

```
Dim Block As String
Block = GetBlock()
If Block = 1 > 10 Then ' Level 1 - 10
    Return (1)
Elseif Block = 10 > 30 Then ' Level 10 - 30
    Return (2)
Elseif Block = 30 > 100000 Then ' Level 30 - 100000
    Return (3)
End If
End Function
End Class
Criticizing it please :)
If you need something, feel free to copy/use it.
```

Kink - April 16, 2010, 7:32 am

Picture of what it would look like would be nice. =)

The-One - April 16, 2010, 7:33 am

(Apr 16, 2010 07:32 AM)Kink Wrote: [\[CITE\]](#) Picture of what it would look like would be nice. =)
Im just helping someone with coding, just want to get it criticized.

Matt39 - April 16, 2010, 8:23 am

Looks good, would like to see when it is finished

lyncsta - April 16, 2010, 8:29 am

thanks for going to thew this im thankful, mines done now with download

<https://hackforums.net/showthread.php?tid=370095>

The-One - April 16, 2010, 8:31 am

Added:

Code You can level your skills by killing people
People can die now
Pre-Fixed 'Attack' function
Thanks for the feedbacks:)

lyncsta - April 16, 2010, 8:33 am

yea im going to add a xp thing mabey we could do a game together

The-One - April 16, 2010, 8:55 am

(Apr 16, 2010 08:33 AM)lyncsta Wrote: [\[CITE\]](#) yea im going to add a xp thing mabey we could do a game together
I just like coding stuff. Not making the programs.

Code Added Money (Get after hitting Formula = Health * Attack / Defense)
Added ItemShop (Not the form version, the codes (Helmet,Sword,Armor,Ring)
Added PregradeCenter (Update your skills Health,Attack,Defense)(No Block because you will be to strong)
Block only added when randomize(1,5) = 2

The-One - April 17, 2010, 1:58 am

Is there no one who need this?

TheCrackEr - April 18, 2010, 7:23 am

(Apr 17, 2010 01:58 AM)The-One Wrote: [\[CITE\]](#) Is there no one who need this?kann you upload the full source ? include save.php and Form1.vb ,Form2.vb ,Form3.vb ??

mfg

TheCrackEr