

Forum:[Hack Forums](#)

Thread: [Flappy Sqaure \(Source\)](#)

Blixuk - March 31, 2014, 7:29 pm

Yeah... I know... :/

I was bored and it passed some time. So yeah, here it is Flappy Square.

The sources is poorly coded and is messy. But by all means if you can do something with it go for it. Only spent an hour or so on this before I got bored again.

Pretty basic... Press 'Spacebar' to flap. (I added 'Mouse Click' to flap but never perfected it.)

It has all the sound effects but they could be added much better.

It counts your score up, but doesn't save it. I didn't think it was needed.

The pipes are just the same 2 picture boxes, once they reach a select point they are re-positioned to a new location and the size changes, the gap in-between them always remains the same size.

There's basic collision detection.

It's all done with timers, I didn't think it needed treading or anything more because of the simplicity.

Screen Shot

Spoiler [\(Click to View\)](#)

Source Code - (If you just want to look at the code.)

Spoiler [\(Click to View\)](#)

Code Public Class Form1

```
Dim sprites(2) As PictureBox
```

```
Dim score As Integer = 0
```

```
Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs)  
Handles MyBase.Load
```

```
 '====[SPRITES]
```

```
 sprites(0) = Me.playerPB
```

```
 sprites(1) = Me.wallPB1
```

```
 sprites(2) = Me.wallPB2
```

```
 '====[START]
```

```
 Dim result As DialogResult
```

```
 result = MessageBox.Show("Start?", "Flappy Square", MessageBoxButtons.YesNo)
```

```
 If result = MsgBoxResult.Yes Then
```

```
   Timer1.Enabled = True
```

```
   Timer2.Enabled = True
```

```
   Timer3.Enabled = True
```

```
   score = 0
```

```
   Label1.Text = "Score: " & score
```

```
   ElseIf result = MsgBoxResult.No Then
```

```
     Me.Close()
```

```
End If
End Sub
```

```
Private Sub Form1_Paint(ByVal sender As System.Object, ByVal e As
System.Windows.Forms.PaintEventArgs) Handles MyBase.Paint
    ControlPaint.DrawGrid(e.Graphics, New Rectangle(0, 0, Me.Width, Me.Height), New Size(32,
32), Color.Red)
    'ControlPaint.DrawGrabHandle(e.Graphics, New Rectangle(0, 0, 32, 32), True, True)
End Sub
```

```
#Region "CONTROLS"
```

```
Private Sub Form1_KeyDown(ByVal sender As Object, ByVal e As
System.Windows.Forms.KeyEventArgs) Handles Me.KeyDown
    '====[MOVEMENT]
    If e.KeyCode = Keys.Up Then
        playerPB.Top -= 32
    ElseIf e.KeyCode = Keys.Down Then
        playerPB.Top += 32
    ElseIf e.KeyCode = Keys.Left Then
        playerPB.Left -= 32
    ElseIf e.KeyCode = Keys.Right Then
        playerPB.Left += 32
    End If

    '====[JUMP]
    If e.KeyCode = Keys.Space Then
        playerPB.Location = New Point(playerPB.Left, playerPB.Location.Y - 64)
        My.Computer.Audio.Play(My.Resources.FQ_Flap, AudioPlayMode.Background)
    Else

        End If
    End Sub
```

```
Private Sub Form1_MouseClick(ByVal sender As Object, ByVal e As
System.Windows.Forms.MouseEventArgs) Handles Me.MouseClick
    '====[MOUSE CONTROL]
    playerPB.Location = New Point(playerPB.Left, playerPB.Location.Y - 64)
    My.Computer.Audio.Play(My.Resources.FQ_Flap, AudioPlayMode.Background)
End Sub
```

```
#End Region
```

```
#Region "SPRITES"
```

```
Private Sub Timer1_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles Timer1.Tick
    '====[PLAYER UPDATE]
    playerPB.Location = New Point(playerPB.Left, playerPB.Location.Y + 16)

    If playerPB.Location.Y = 352 Then
        Timer1.Enabled = False
        Timer2.Enabled = False
    End If
End Sub
```

```
Timer3.Enabled = False
```

```
My.Computer.Audio.Play(My.Resources.FQ_Dead, AudioPlayMode.Background)
```

```
Dim result As DialogResult
```

```
result = MessageBox.Show("You scored: " & score & " Would you like to retry?", "Flappy  
Square", MessageBoxButtons.YesNo)
```

```
If result = MsgBoxResult.Yes Then
```

```
    Me.playerPB.Location = New Point(128, 128)
```

```
    Me.wallPB1.Location = New Point(300, 320)
```

```
    Me.wallPB2.Location = New Point(300, -2)
```

```
    wallPB2.ClientSize = New Size(64, 164)
```

```
    score = 0
```

```
    Label1.Text = "Score: " & score
```

```
    Timer1.Enabled = True
```

```
    Timer2.Enabled = True
```

```
    Timer3.Enabled = True
```

```
Elseif result = MsgBoxResult.No Then
```

```
    Me.Close()
```

```
End If
```

```
Else
```

```
End If
```

```
End Sub
```

```
Private Sub Timer2_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs)  
Handles Timer2.Tick
```

```
    '====[OBJECT UPDATE]
```

```
    Dim size As Integer
```

```
    Dim newRandom As New Random()
```

```
    wallPB1.Location = New Point(wallPB1.Location.X - 20, wallPB1.Location.Y)
```

```
    wallPB2.Location = New Point(wallPB2.Location.X - 20, wallPB2.Location.Y)
```

```
    If wallPB1.Location.X = -40 Then
```

```
        size = newRandom.Next(128, 320)
```

```
        wallPB1.Location = New Point(400, size)
```

```
        'PictureBox2.ClientSize = New Size(64, size)
```

```
    Else
```

```
End If
```

```
    If wallPB2.Location.X = -40 Then
```

```
        wallPB2.Location = New Point(400, -2)
```

```
        wallPB2.ClientSize = New Size(64, wallPB1.Location.Y - 128)
```

```
    Else
```

```
End If
```

```
End Sub
```

```
Private Sub Timer3_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs)
```

```

Handles Timer3.Tick
'====[COLLISION DETECTION]
For index = 1 To 2
If Me.playerPB.Bounds.Intersects(sprite(index).Bounds) Then
    Timer1.Enabled = False
    Timer2.Enabled = False
    Timer3.Enabled = False

    My.Computer.Audio.Play(My.Resources.FQ_Dead, AudioPlayMode.Background)

    Dim result As DialogResult
    result = MessageBox.Show("You scored: " & score & " Would you like to retry?", "Flappy
Square", MessageBoxButtons.YesNo)
    If result = DialogResult.Yes Then
        Me.playerPB.Location = New Point(128, 128)
        Me.wallPB1.Location = New Point(300, 320)
        Me.wallPB2.Location = New Point(300, -2)
        wallPB2.ClientSize = New Size(64, 164)

        score = 0
        Label1.Text = "Score: " & score

        Timer1.Enabled = True
        Timer2.Enabled = True
        Timer3.Enabled = True
        Elseif result = DialogResult.No Then
            Me.Close()
        End If
    Else

    End If
Next

'====[SCORE]
If wallPB1.Location.X = 100 Then
    My.Computer.Audio.Play(My.Resources.FQ_Point, AudioPlayMode.Background)
    score = score + 1
    Label1.Text = "Score: " & score
Else

    End If
End Sub

#End Region

End Class

```

Project File

[Download](#) - ([Virus Total](#))

TrackPro+ - March 31, 2014, 8:43 pm

Looks good. Will download and test it out later.

TRH4CK - March 31, 2014, 9:11 pm

Thanks for this man ;) Will check it out :D

Wumbology Expert - March 31, 2014, 10:12 pm

Lol, nice. Does it get harder as your score increases? Or is it all the same difficulty?

iVision - April 1, 2014, 3:06 am

You forgot to make a ceiling:

[img]http://www.lensert.com/Odb.png[/img]

Just press space as many times and it continues (since the descending takes time :P) Also the collision is not perfect you can hit the corners

MAXUSdev - April 1, 2014, 8:26 am

Lol, wow I thought that couldn't be made into .Net creative bro, it's really up tight :)

Blixuk - April 1, 2014, 9:31 am

(Apr 1, 2014 03:06 AM)iVision Wrote: [\[CITE\]](#) You forgot to make a ceiling:

[img]http://www.lensert.com/Odb.png[/img]

Just press space as many times and it continues (since the descending takes time :P) Also the collision is not perfect you can hit the corners

Yeah, I said it's not great. I got bored before I added much detail to the game. I could go back and add all that stuff if people want.

But thanks for checking it out.

(Apr 1, 2014 08:26 AM)MAXUSdev Wrote: [\[CITE\]](#) Lol, wow I thought that couldn't be made into .Net creative bro, it's really up tight :)

Yeah, it's a pretty simple concept. Aha.

(Mar 31, 2014 10:12 PM)TheSpyNetwork Wrote: [\[CITE\]](#) Lol, nice. Does it get harder as your score increases? Or is it all the same difficulty?

No it doesn't but it's not hard to make it get harder tho.

Meerkat.? - April 1, 2014, 9:34 am

Ehh. Why not use GDI? Moving controls is pretty much the worst way of doing things like this.

Anyways, the idea is pretty cool I guess.

Blixuk - April 1, 2014, 9:34 am

Well looks like someone hated this, I've been down rep't -10... I din't think it was that bad. Thanks. (Y)

(Apr 1, 2014 09:34 AM)Mavamaarten~ Wrote: [\[CITE\]](#) Ehh. Why not use GDI? Moving controls is pretty much the worst way of doing things like this.

Anyways, the idea is pretty cool I guess.

I haven't learned much GDI, I would really like to tho. Plus I just messing around and made it. Didn't think much about it. Thanks for checking it out tho.

Dean Winchester? - April 1, 2014, 9:36 am

(Apr 1, 2014 09:34 AM)Blixuk Wrote: [\[CITE\]](#) Well looks like someone hated this, I've been down rep't -10... I din't think it was that bad. Thanks. (Y)

Lol that's an april fools from Omni. Your rep is still at 5 :)

Cletus Kasady - April 1, 2014, 9:37 am

(Apr 1, 2014 09:34 AM)Blixuk Wrote: [\[CITE\]](#) Well looks like someone hated this, I've been down rep't -10... I didn't think it was that bad. Thanks. (Y)

I haven't learned much GDI, I would really like to tho. Plus I just messing around and made it. Didn't think much about it. Thanks for checking it out tho.

No man it is the owners April fools joke haha. It only looks like that don't you, don't worry :-)

Blixuk - April 1, 2014, 9:40 am

(Apr 1, 2014 09:37 AM)Cletus Kasady Wrote: [\[CITE\]](#) No man it is the owners April fools joke haha. It only looks like that don't you, don't worry :-)

Dam... He got me good. >.< I feel like a idiot now. Aha. That was good one.

(Apr 1, 2014 09:37 AM)Cletus Kasady Wrote: [\[CITE\]](#) No man it is the owners April fools joke haha. It only looks like that don't you, don't worry :-)

Dam... He got me good. >.< That was good one.

Cletus Kasady - April 1, 2014, 10:00 am

Just to re-assure you man <http://prntscr.com/363tv6>

Blixuk - April 1, 2014, 10:52 am

(Apr 1, 2014 10:00 AM)Cletus Kasady Wrote: [\[CITE\]](#) Just to re-assure you man <http://prntscr.com/363tv6>

Thanks alot mate. :D Aha.

You're top guy.

?????Thr????? - April 1, 2014, 1:47 pm

(Apr 1, 2014 09:34 AM)Blixuk Wrote: [\[CITE\]](#) I haven't learned much GDI, I would really like to tho. Plus I just messing around and made it. Didn't think much about it. Thanks for checking it out tho.

I'll post my GDI version as soon as I'm finished with it. I just started working on it a few hours ago, and it gives the ability for the square to rotate using a matrix and such. It's also a lot better performing and the framerate is better.

?????Thr????? - April 3, 2014, 11:00 am

<https://hackforums.net/showthread.php?tid=4148499>