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Thread: [Simple grid based game](#)

TheVBNetwork - January 17, 2015, 8:20 pm

Just spent 10 minuets creating a simple grid based game. Its not the most efficient way of doing it but its in .NET so yeah.

Nothing special but might come in handy for some novice .NET game devs.

[img]http://s15.postimg.org/drsw8mciz/example.png[/img]

Code Imports System.Threading

Public Class Form1

Dim GR As New List(Of PictureBox) 'Grid Refrence Eg.(GR(4) = the 5th block in the grid)

Dim MainNode As Integer = 311 'The starting node number (GR(311))

Enum Directions As Integer 'Possible directions for the main node to go

North = 0

East = 1

South = 2

West = 3

End Enum

Dim CharDirection As Integer = 0 'Current direction that the move thread will use

Dim GameActive As Boolean = True 'Will be used for the move loop to stop the procedure.

Dim GridHeight As Integer = 24 'The number of rows down the grid will contain

Dim GridWidth As Integer = 24 'The number of nodes across the grid will contain

Dim GridColor As Color = Color.Wheat 'The color each grid node will be

Dim GridNodeColor As Color = Color.Red 'The color the active node will be

Private Sub Form1_KeyPress(sender As Object, e As KeyPressEventArgs) Handles Me.KeyPress

If e.KeyChar = Chr(119) Then 'w key is pressed

CharDirection = Directions.North

End If

If e.KeyChar = Chr(100) Then 'd key is pressed

CharDirection = Directions.East

End If

If e.KeyChar = Chr(115) Then 's key is pressed

CharDirection = Directions.South

End If

If e.KeyChar = Chr(97) Then 'a key is pressed

CharDirection = Directions.West

End If

Me.Text = CType(GR(MainNode), PictureBox).Tag

End Sub

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

CreateGrid() 'Creates all the controls and adds them to the form

CType(GR(MainNode), PictureBox).BackColor = Color.Red 'Sets the main node

Dim t As New Thread(AddressOf MoveChar) 'Creates the new thread for moving the node

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t.IsBackground = True 'Makes sure the thread will exit upon request
t.Start() 'Starts the thread
End Sub

Sub MoveChar()
Do While GameActive 'Checks game state
Try
    If CharDirection = Directions.North Then 'If moving north
        CType(GR(MainNode), PictureBox).BackColor = GridColor 'Change the old main node to a
normal grid node
        MainNode = MainNode - GridWidth - 1 'Move the main node refrence to the new location
        CType(GR(MainNode), PictureBox).BackColor = GridNodeColor 'Sets the new node color
    End If
    If CharDirection = Directions.East Then
        CType(GR(MainNode), PictureBox).BackColor = GridColor
        MainNode = MainNode + 1
        CType(GR(MainNode), PictureBox).BackColor = GridNodeColor
    End If
    If CharDirection = Directions.South Then
        CType(GR(MainNode), PictureBox).BackColor = GridColor
        MainNode = MainNode + GridWidth + 1
        CType(GR(MainNode), PictureBox).BackColor = GridNodeColor
    End If
    If CharDirection = Directions.West Then
        CType(GR(MainNode), PictureBox).BackColor = GridColor
        MainNode = MainNode - 1
        CType(GR(MainNode), PictureBox).BackColor = GridNodeColor
    End If
Catch ex As Exception
    MsgBox("You died.") 'Bad and quick way to check if the main node exceeds the grid, Should
check within the statments but im tired
End
End Try
Thread.Sleep(100)
Loop
End Sub

Sub CreateGrid()
Dim RP As Integer = 0 'Refrence point (used for naming the nodes)
For h As Integer = 0 To GridHeight
For w As Integer = 0 To GridWidth
    Dim Gp As New PictureBox
    Gp.BackColor = Color.Wheat 'Sets all the nodes to the base color
    Gp.BorderStyle = BorderStyle.FixedSingle 'Creates a grid effect
    Gp.Size = New Size(8, 8)
    Gp.Location = New Point(w * 10, h * 10) 'Location of each node in its releative place
    Gp.Name = RP
    Gp.Tag = "X:" & w & " Y:" & h
    GR.Add(Gp) 'Add the constructed node to the grid refrence
    RP += 1 'New node refrence point
Next
Next
For Each CTRL As PictureBox In GR

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Me.Controls.Add(CTRL) 'Adds all the nodes to the form
Next
End Sub
End Class
```

JavaProfit - *January 17, 2015, 11:07 pm*

Nice looking grid. I don't know much .net, so maybe this will persuade me to learn it.

SIM-1847363 - *January 18, 2015, 6:22 am*

Nice work i did this once for one of my projects, but just like the people who seen that project. i must recommend that you try to make it in gdi.

Ninja.exe - *January 18, 2015, 6:31 am*

That's one interesting game right their....