

Public Class Form1

Inherits System.Windows.Forms.Form

```
Private Sub Form1_Paint(. . .) Handles MyBase.Paint
    e.Graphics.DrawLine(Pens.Black, 0, 50, 200, 50) ' line 1
    e.Graphics.DrawLine(Pens.Black, 50, 100, 300, 100) ' line 2

    ' add 3 more horizontal lines to complete a more interesting maze
```

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 (picX.Top < 50 And picX.Bottom > 50 And picX.Left < 200) Then
        MessageBox.Show("Loser - hit line 1")
        Reset()
    End If
```

```
    If (picX.Top < 100 And picX.Bottom > 100 And picX.Right > 50) Then
        MessageBox.Show("Loser - hit line 2")
        Reset()
    End If
```

```
    ' add 3 more If statements like the two above that detect collisions
    ' with the additional lines that you added to the Form_Paint method
```

End Sub

' resets player to beginning of maze

```
Private Sub Reset()
```

```
    picX.Top = 0
    picX.Left = 0
```

```
End Sub
```

```
End Class
```