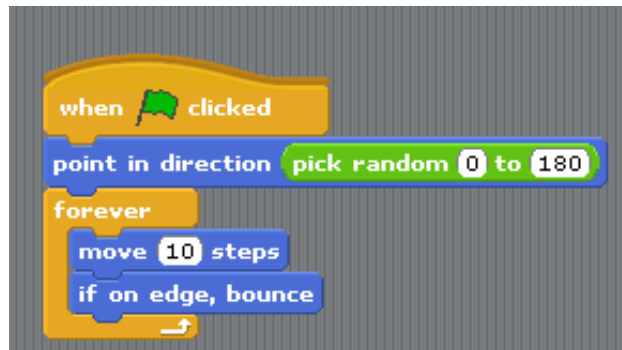


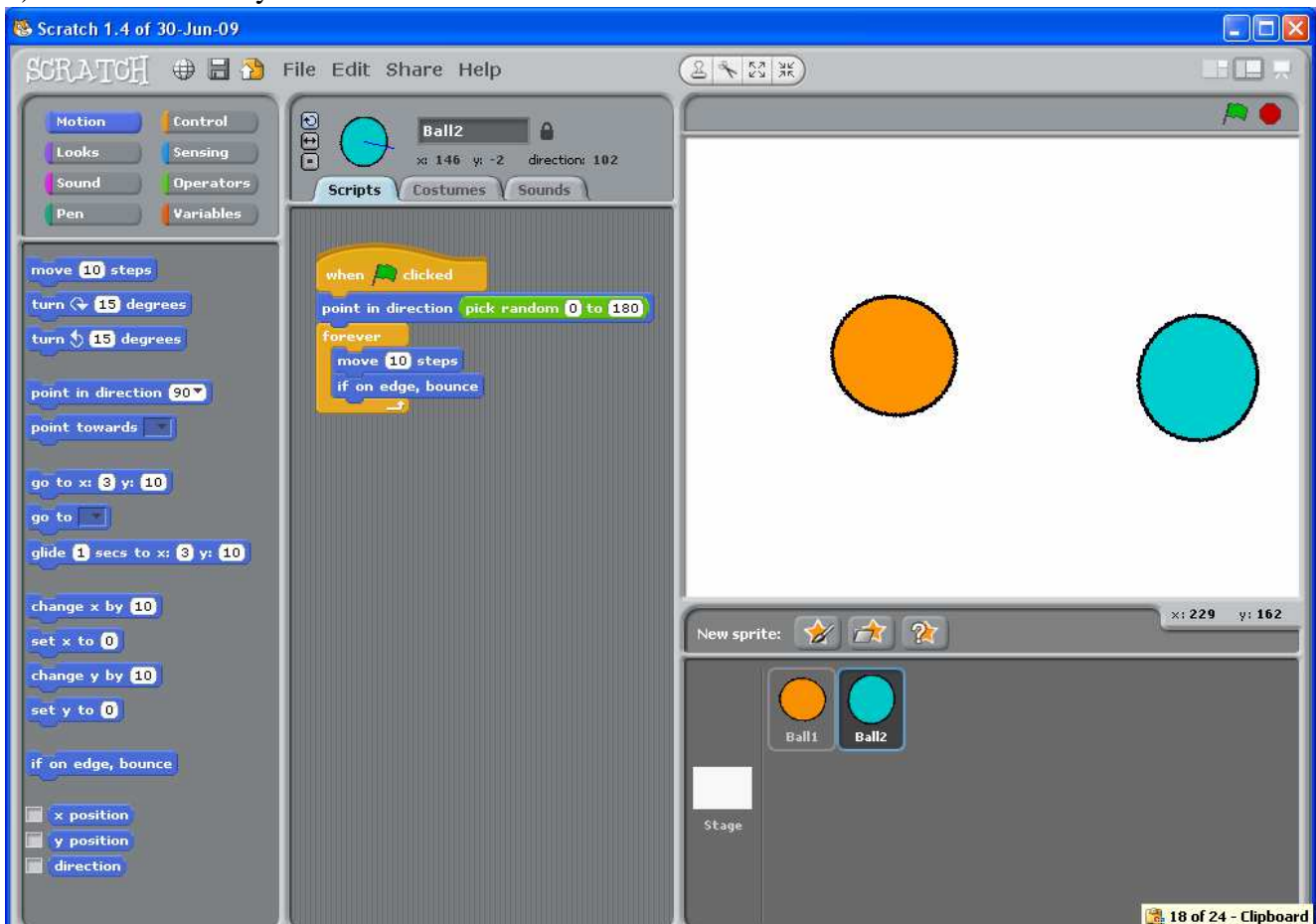
Assignment 10: Collision Detection

A collision is when two things hit each other. Computers do not know how to do this yet, and we have to teach them how!

- 1) To start, make two sprites. I will make two different coloured balls.
- 2) Click on the first ball, and add the following code:

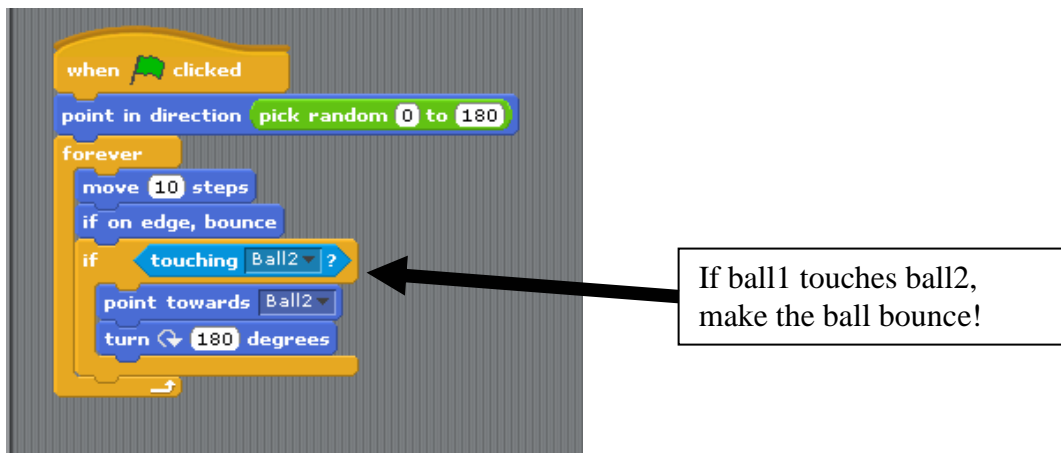


- 3) Add the same to your second ball. Your end result should look like this:

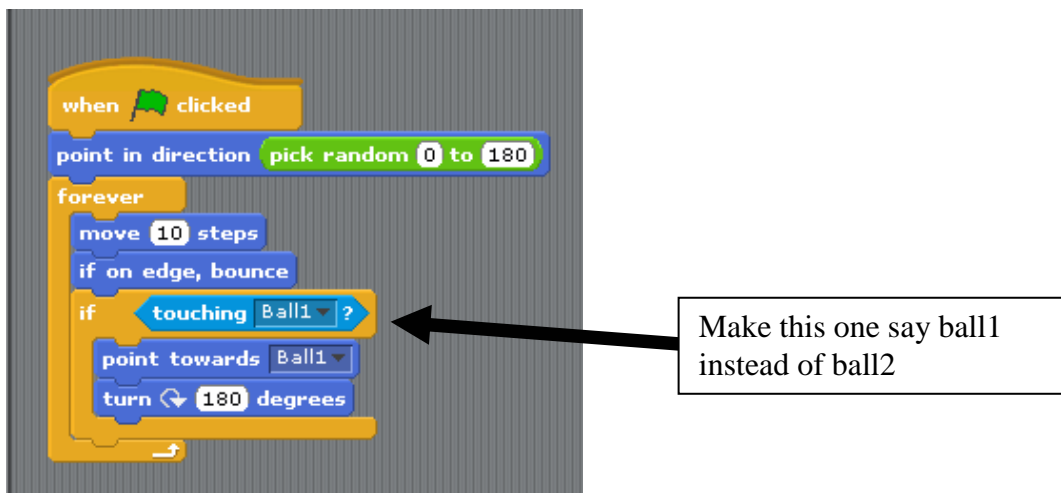


- 3) Click the green flag, and you should have two balls bouncing around the screen

- 4) The balls won't bounce off of each other, but instead will pass over each other. We wish to change that.
- 5) For ball1, change it so it looks like the following:



- 6) For ball2, do something very similar:



- 7) Click the green flag, and watch your two sprites bounce around the screen and off of each other!
- 8) Save your work as 10-collide

Challenge:

- 1) Add another ball so you have three bouncing around. It is hard to make sure That each ball will bounce off of ALL of the others! Be careful as this isn't as Simple as it seems.
- 2) Add a variable called **life**. Set it to 10. Have it so each time a sprite hits your mouse pointer you lose life!

