**Spike:** 21

**Title:** Collision spike 21

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**Goals / deliverables:**

* Create a box to be drawn onto the screen
* Create a circle to be drawn
* Create a collision detection method
* Make 2 objects move into each other and showcase the collision

**Technologies, Tools, and Resources used:**

* Visual studio
* SDL 2

**Tasks undertaken:**

* Create box struct
* Create circle struct
* Created collision method
* Implemented sdl window
* Implemented main method
  + Added 2 boxes, 1 static 1 mocing
  + Added 2 circles, 1 static 1 moving
  + Implemented collision check to change screen colour
  + Implemented input to only show circle or box