Spike: *20*
Title: Collision

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Goals / deliverables:
The goal is when an Object collides with another. Change the Materiel of it

To create this spike, you require:
- Materiel Editing
- Collisions
- Blueprints

Technologies, Tools, and Resources used:
List of information needed by someone trying to reproduce this work
- Materials
  - https://docs.unrealengine.com/latest/INT/Engine/Rendering/Materials/
- Collisions
  - https://docs.unrealengine.com/latest/INT/Engine/Physics/Collision/
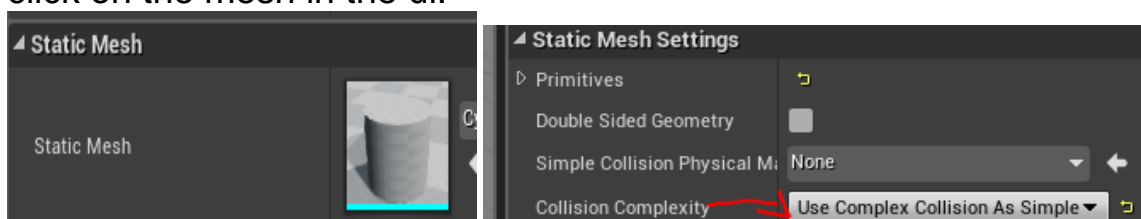
Tasks undertaken:
- Add a couple of Actors (Shapes are good)
- Create a few materials
- Add to the project
- Create the blueprints
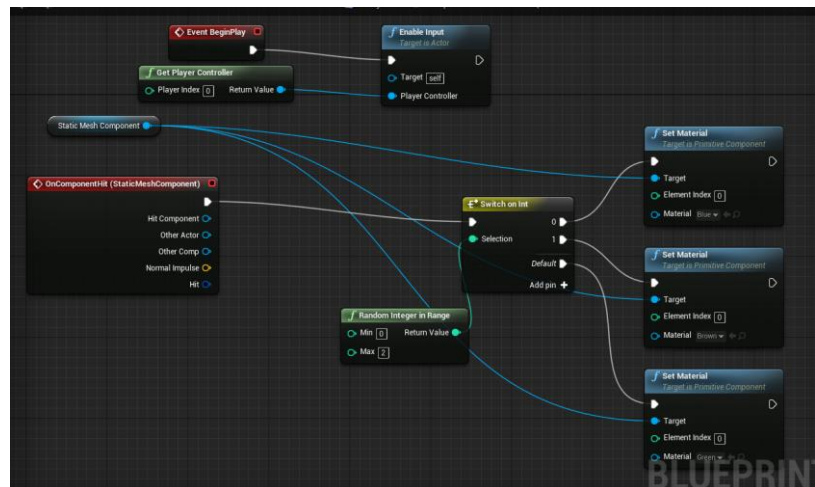
What we found out:
- You can either the collision to be what type you want you want if you click on the mesh in the ui.

Open issues/ risks:

- Trying to change the material on collision was harder than expected. If you have any trouble, there are a few pictures of who you should look at