var fixedRect,movingRect;

function setup() {

  createCanvas(800,400);

  fixedRect=createSprite(200,200,50,80);

  fixedRect.shapeColor="green";

  movingRect=createSprite(400,200,80,50);

  movingRect.shapeColor="green";

}

function draw() {

  background("black");

  movingRect.x=mouseX;

  movingRect.y=mouseY;

  console.log(fixedRect.y-movingRect.y);

  if(movingRect.x-fixedRect.x<movingRect.width/2+fixedRect.width/2 && fixedRect.x-movingRect.x<movingRect.width/2+fixedRect.width/2 && fixedRect.y-movingRect.y<movingRectct.height/2+fixedRect.height/2 && movingRect.y-fixedRect.y<movingRect.height/2+fixedRect.height/2 ){

    fixedRect.shapeColor="red";

    movingRect.shapeColor="red";

  }

  else{

    fixedRect.shapeColor="green";

    movingRect.shapeColor="green";

  }

  drawSprites();

}