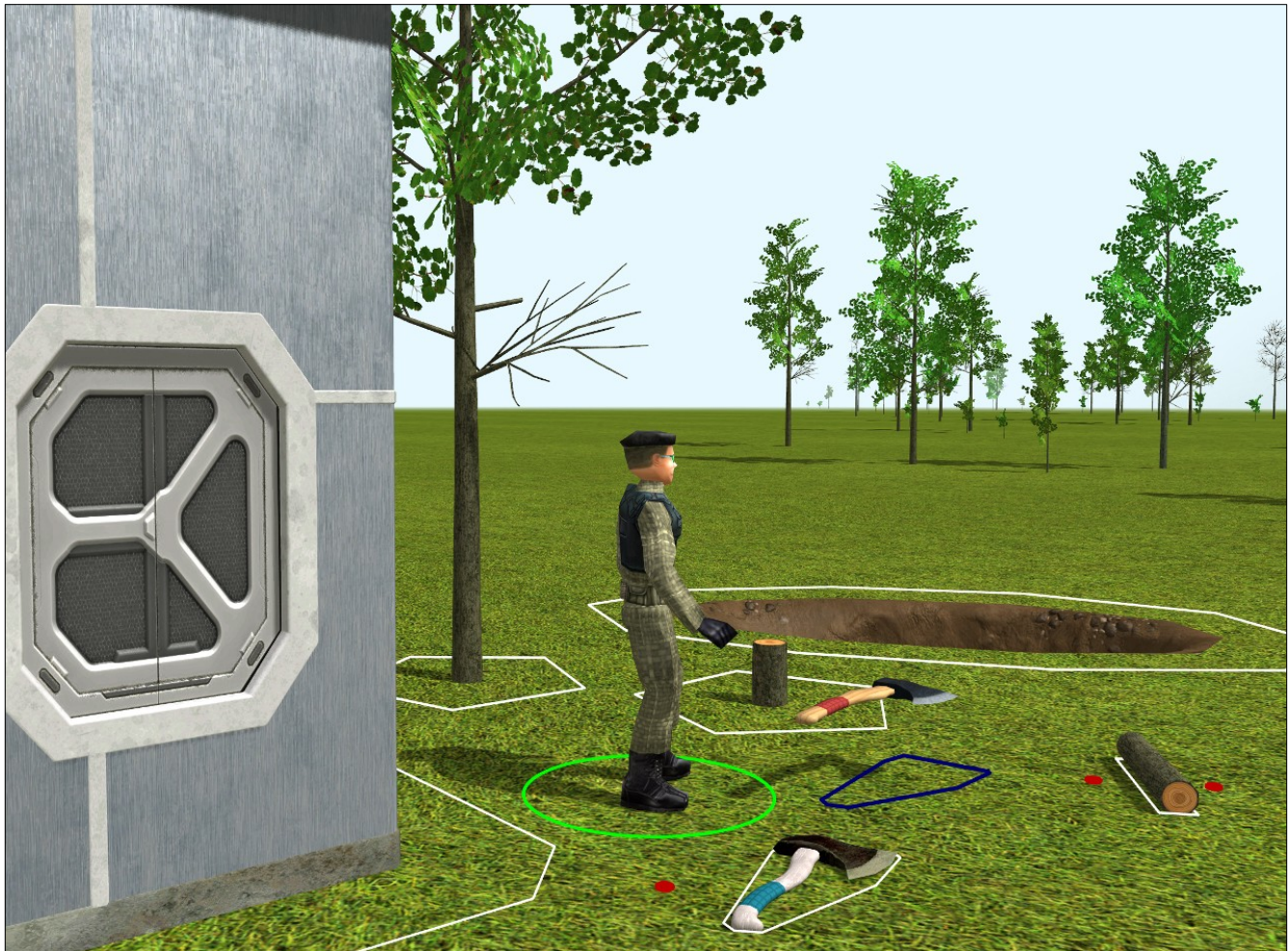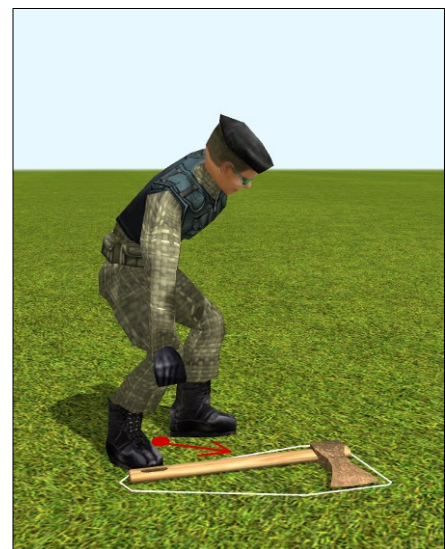# Polygon Placement In The Plane (Overview)

The item is thrown on the ground. Before throwing it requires to select target placement such that it wouldn't intersect with other items. Also it should be possible to get the item later.

Items on the plane are given as polygons.

Every item which could be thrown, laid down or taken, has one or more points (relative to current item placement) such that one can take the item when standing at any such point.

It follows it is possible to take the item if there exists a movement path ending at any one of abovementioned points. Movement path to the point does not exist if the point is inside a polygon, except for the case where the item corresponding to the polygon does not prohibit movement.

To get the item, first it requires to stand at the defined point (shown red) and turn in the defined direction (shown as arrow).