Collision Detection

Make something happen when one Sprite collides with another.
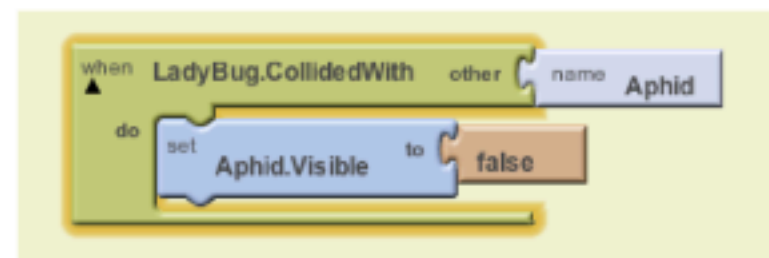
Get Ready

You will need these components in your design screen:
- **Canvas**
- **Sprite**
- **Button**

Try These Blocks

HINT: To make your ladybug move by clicking buttons, check out the Movement cards.

What Does it Mean?

The **LadyBugCollidedWith** event is triggered when the Ladybug touches the Aphid. Then this will make the Aphid disappear.

Can you add multiple aphids? How about adding a sound every time the ladybug eats an aphid?