# Godot 2D Game
Lesson 3: Collision Shapes

In this lesson, we will modify our bubble so that we can do collision detection. Collisions can only be detected if an object is an Area, StaticBody, RigidBody, or KinematicBody and has a collision shape child node. Let's start by adding a CollisionShape to our bubble. First, we need to right-click our "Bubble" node and choose "Add Child Node". Then we choose CollisionShape2D from the create node dialog:
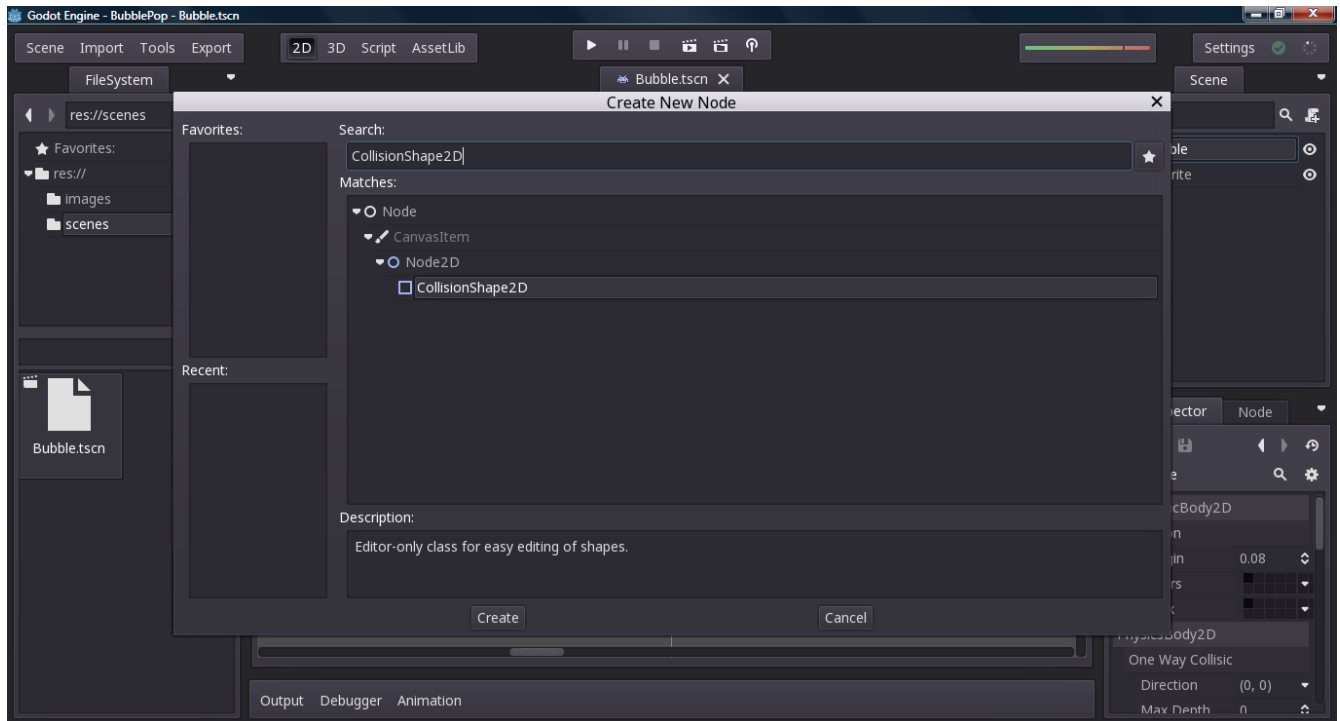

Afterward, our scene will look like this:
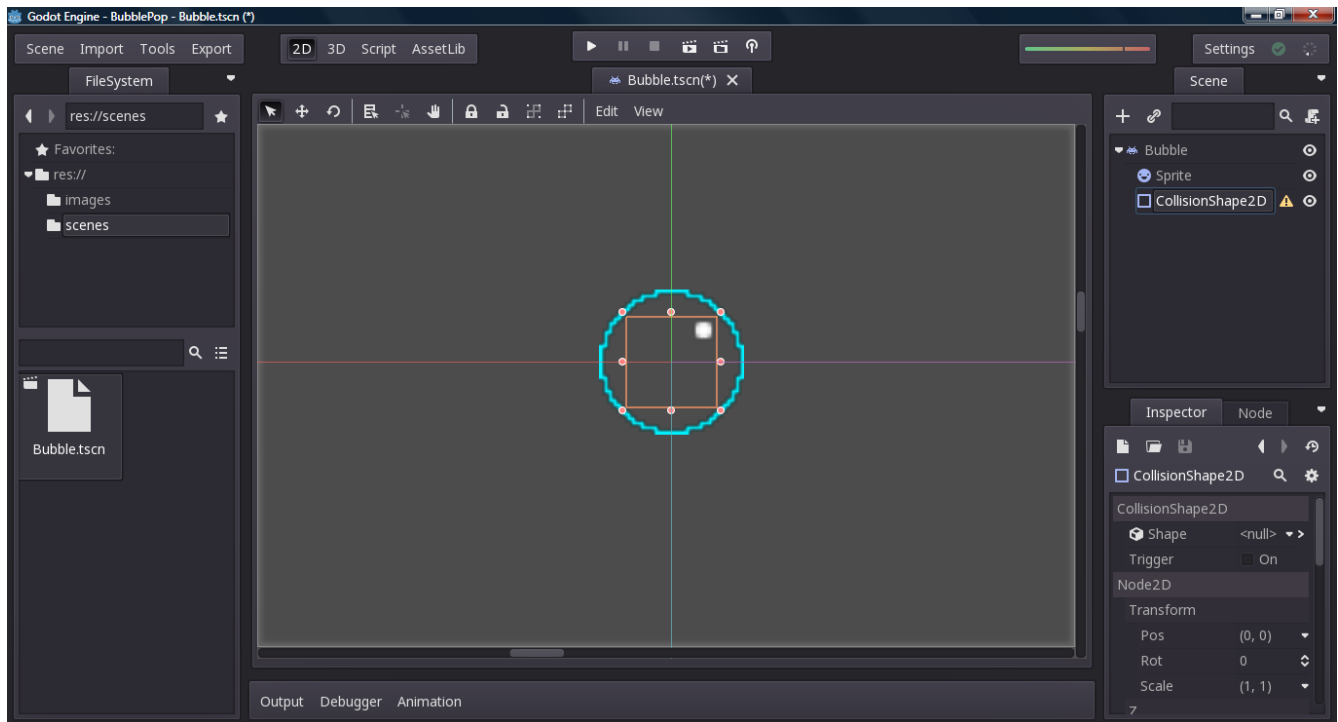
   Notice that our new collision shape has an exclamation point next to it right now. That is because we have not yet defined what kind of shape it should be. If we click the box beside "Shape" in the lower right pane, we will get this menu:
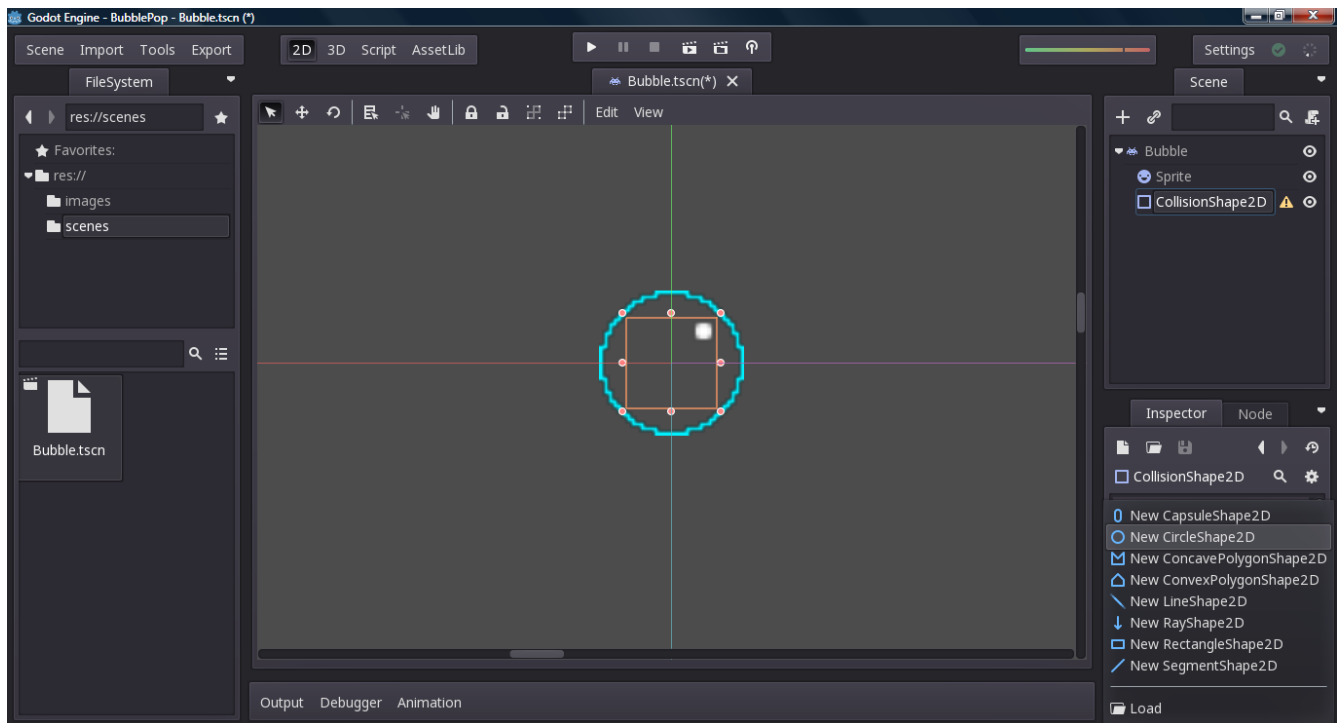
   As you can see, there are quite a few shapes we can choose. We need to choose a shape that best fits the shape of the sprite. In this case, a circle is the best fit. So we will choose "New CircleShape2D":
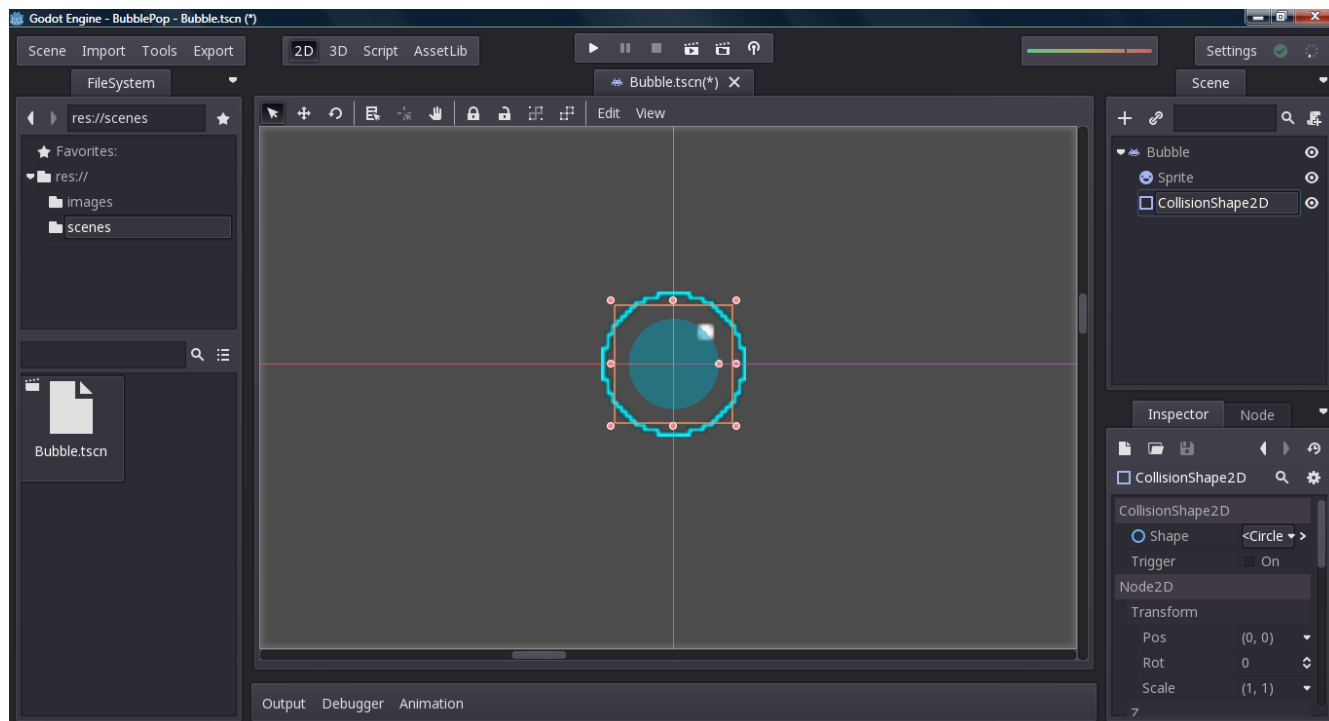
As you can see, we now have a light blue circle inside our sprite. That is the collision shape we just added. However, our collision shape needs to adjusted so our sprite fits snugly inside it. To adjust it, simply drag the small orange dot on the edge of the circle until the bubble fits snugly within the light blue circle:
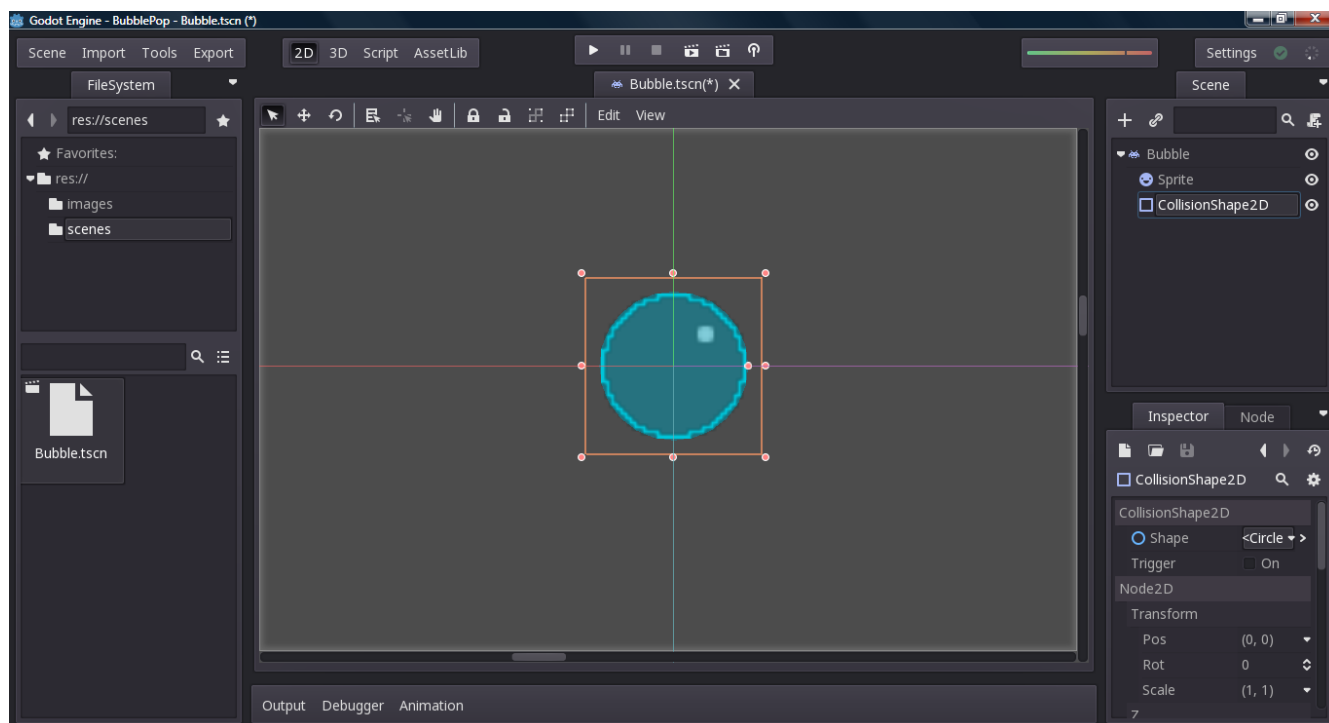
Our bubble is now setup properly, however we still need to design the game logic that will spawn and animate our bubbles. We will do that in the next lesson.