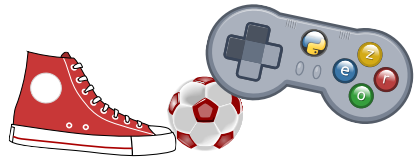# Check collision

With the right arrow key, you make a shoe move: when it hits the ball, the ball "jumps" to the right.

```
1   WIDTH = 640
2   HEIGHT = 480
3
4   shoe = Actor('shoe', (80, 200))
5   ball = Actor('ball', (230, 200))
6
7   def on_key_up(key, mod):
8       if key == keys.RIGHT:
9           shoe.x += 10
10
11  def update(dt):
12      if ball.colliderect(shoe):
13          ball.x += 50
14
15  def draw():
16      screen.fill((255, 255, 153))
17      shoe.draw()
18      ball.draw()
```

We need two actors, shoe and ball, with a matching image in the images directory. When creating the actor, we also pass the width and height of each image: in our case, the show is 80 pixels wide and 200 pixels high.

We use the on_key_up hook to bind the right arrow key with the shoe movement.
In the update function, we check if the ball touches (*collides*) shoe. If it's the case, the ball moves horizontally by 50 pixels.