




Timer

 (100, 0)

Square

  $\leftarrow \text{Vector} = (0, 1)$

 (100, 100)

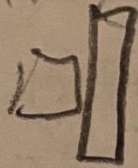
If (square > Platform)

Scrapped

$\Sigma$  Reset Character;  
3

Original  
Collision

If (player hits wall)



$\Sigma$  Movement  
Becomes 0

(If player press left)

$\Sigma$  Player moves  
3

3

## Collision #2

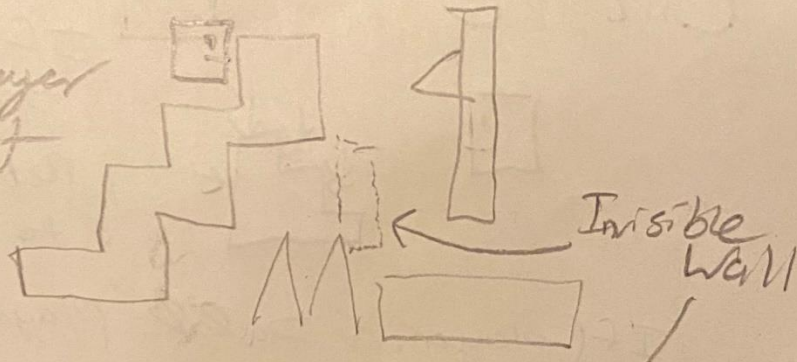
If (Player.X > a && Player.Y < b)

{

Stop player  
Movement

Continue  
when  
off  
the  
wall (Ex. Space)

}

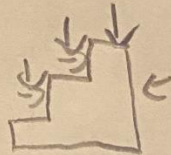
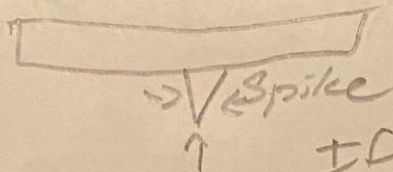


Too much  
coding in  
such small  
timespan

## Collision 3

Name:

Circule



If player hits  
Spike:

Return player back  
to (0,0)

If (player.X > a && player.Y > b) (11)  
player.X > c && player.Y > d)

{

Player is pushed backed

}