Here is the discussion forum for this part of the course. Please either post your comments/observations/questions or share your creations.

Let us suggest some topics of discussion and optional projects:

SUGGESTED TOPICS

- If you found any good external resources about collision detection, please share!

- Why didn't we use non-oriented rectangle collision tests? Try to find explanations on the web. Why does it cost too much in terms of computation?

- What would you like to see added to this part of the course?

OPTIONAL PROJECTS

- How would you animate different balls with different sizes, colors, etc?

- How would you animate other sorts of objects: asteroids, other small monsters, spaceships, etc?

- How would you create intelligent behaviors for the enemies: go in the direction of the player, escape the player, etc?

- Try to find a polygon-point collision test and use it with some polygon-shaped objects.