

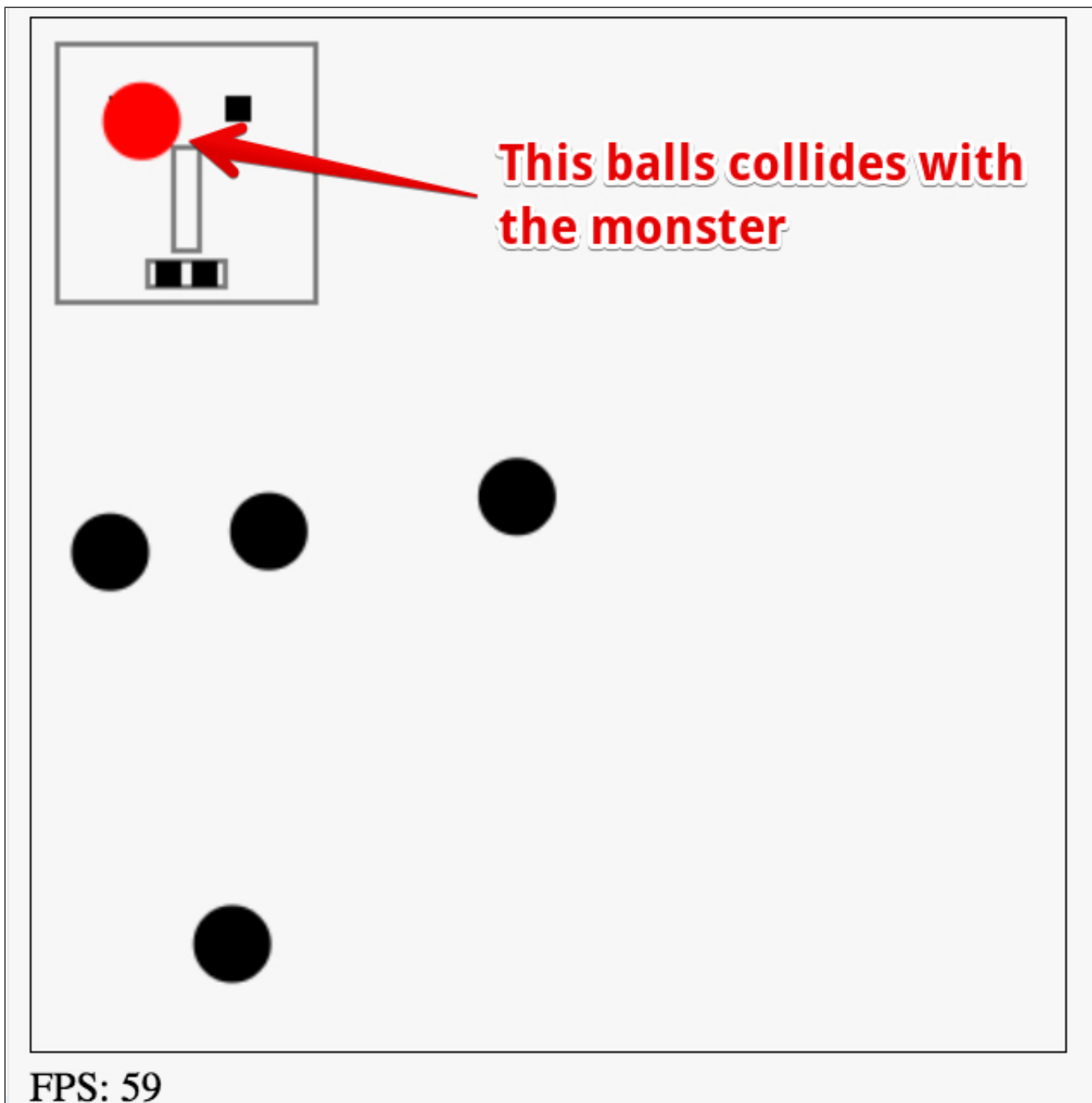
Adding collision detection to the game framework

INTRODUCTION

We started from the last example that showed how to animate balls in the game framework ([this example](#)).

In the next example we added the function presented in the last lesson that do a collision test between a circle and a rectangle. We call it 60 times/s when we update the position of the balls. If there is a collision between a ball (circle) and the monster (rectangle), we set the ball color to red.

[Try the example at JsBin!](#)



Source code extract:

```
function updateBalls(delta) {  
  // for each ball in the array  
  for(var i=0; i < ballArray.length; i++) {  
    var ball = ballArray[i];  
    // 1) move the ball  
    ball.move();  
    // 2) test if the ball collides with a wall
```

```
10.    testCollisionWithWalls(ball);

    // 3) Test if the monster collides
    if(circRectsOverlap(monster.x,monster.y,
                        monster.width,monster.height,
                        ball.x, ball.y,ball.radius)) {
        //change the color of the ball
        ball.color = 'red';
    }

20.

    // 3) draw the ball
    ball.draw();
}
}
```

This is all we added: lines 13-19 in the updateBalls function, and the circRectsOverlap function!