

## Collision

- + Collision()
- + ~Collision()
- + playerCollisionTest()
- + gemAction()
- + blockActionX()
- + blockActionY()
- + endGoalAction()
- + roundingCheck()
- + leftTest()
- + rightTest()
- + downTest()
- + playerCreatureCollisionTest()
- + enemyCollision()
- + enemyLeftTest()
- + enemyRightTest()