

How to Use Git and GitHub

Lesson 2 > Resolving Merge Conflicts Quiz

DASHBOARD

CLASSROOM

MATERIALS

DISCUSSION

OVERVIEW

```
1 Asteroid = function() {
2   this.breakIntoFragments = function () {
3     for (var i = 0; i < 2; i++) {
4       var roid = $.extend(true, {}, this);
5       roid.vel.x = Math.random() * 6 - 3;
6       roid.vel.y = Math.random() * 6 - 3;
7       if (Math.random() > 0.5) {
8         roid.points.reverse();
9       }
10      roid.vel.rot = Math.random() * 2 - 1;
11      roid.move(roid.scale * 3); // give them a little push
12      Game.sprites.push(roid);
13    }
14  };
15
16  this.collision = function (other) {
17    SFX.explosion();
18    if (other.name == "bullet") Game.score += 120 / this.scale;
19    this.scale /= 3;
20    if (this.scale > 0.5) {
21      this.breakIntoFragments();
22    }
23  };
24  };
```

Reset

Test Run

Review Instructions

Submit

Continue to Answer

 **Correct!**

Please see detailed feedback in the output area below.

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Good job!

Instructor Notes

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