

## Collision for Group project

platforms

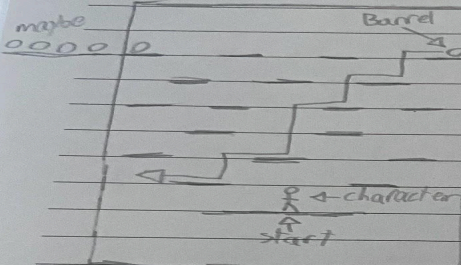
Barrels

Character

platform-character collision

platform-ball collision

character-Ball collision



maybe put walls in the middle of platforms to make balls turn

maybe stretch a platform far off screen and space out barrels

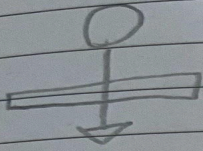
-if not talk with Jake about randomization

also talk with Jake about WASD movement -Not needed, not my job

also need to go over how "game over" from character-Ball collision will work

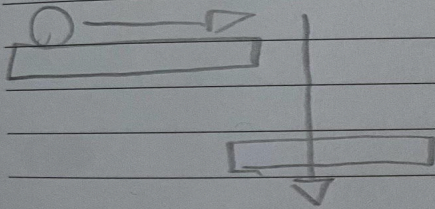
Trouble with making ball collide with platform  
-registers collision, but doesn't change direction

Moved code into a branch connected to main, unsure how to merge.



Ball falls through  
platforms

- noticed triggering  
Console, Write only  
triggers once



Ball properly  
collides with first  
platform, but not any  
of the others