

## Assignment 4 - Collaboration -

### Asteroids (like)

Class Enemy  
Variables Size, colour/image, Position, direction, sides (for collision), is Active

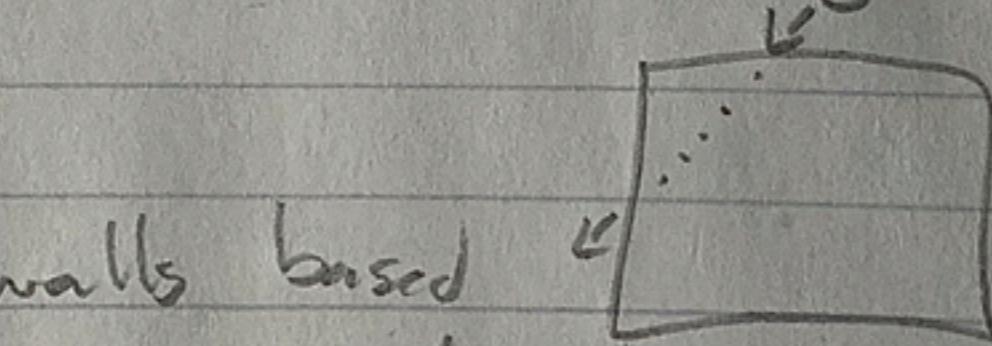
Methods - Update position

- collision with player
- collision with projectile
- off screen detection
- update is Active

Spawning - Get random direction, then move to position "behind" & random direction off screen i.e. - span here

- when offscreen

→ check for walls based on direction i.e. direction = reg, pos



+ width

then remove when post negative x 'screen and positive y + height.

## Class Collision

### Methods

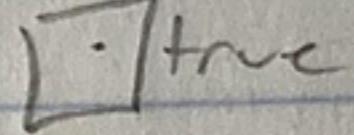
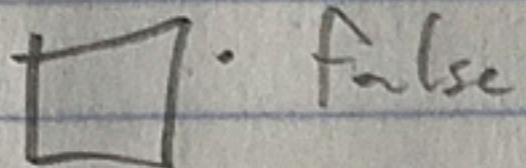
#### Point in Rectangle

→ get Vector2 Point

→ get Vector2 Rectangle & width/height

→ check if point is within Rectangle width & height

ex



### method

#### Rectangle in Rectangle

→ get rec1 position & width/height

→ same for rec2

→ check if rec1 is within rec2

ex

