Answer one of the following questions for full credit for this assignment. Your solution should be between 50 and 100 words. Place your questions in the “Answer” section below. Be certain to number your answers with the same number that is associated with the question.

1. In Chapter 13, the rocket ship fires bullets to destroy the alien spaceships. This is accomplished by using the sprite utility *groupcollide()*. Search the pygame documentation or other resources on the web and discuss this method does.
2. Collisions are checked between the spaceship and aliens to enable the game ending. What is the sprite utility used? What is the difference between that and the *groupcollide* in the previous question?

ANSWERS:

1 – The groupcollide() method checks for a collision with any sprites in two separate groups. It takes 4 parameters, the first 2 being the names of the groups and the second two being either true or false, depending on if the respective sprites that collided should be deleted from their groups. This method returns a dictionary. The keys being the colliding sprites from the first group, and the values being colliding sprites from the second group.