Airplane File

There will be 2 Sprites, one for big plane and one for small plane.

Their positions will be close but they will be heading different ways.

Their origin will need to be divided by 2 in order to get the centre.

SetTextRect will help find the values of a specifically wanted plane.

We will need to set a texture with the texture rect.

The game will read mouse click and release events in both mouse buttons, one button for the small and one button for the big. It will read the x and y location of the click and then the release in order to find how fast the plane will fly across the screen.

setting a rotation will help in having the plane turn based on the vector the user had created with their mouse clicks.

Will need to add a debug functions and see the collider boxes in 3 different shaped with different colors to see the set box, the box we set and how exploding will interact once the two boxes of the planes touch.

An explosion will be drawn and animated using formula in petes words file and will play only once the planes touch off eachother