

```
1 package ch.hevs.gdx2d.lunar.main;
2
3 import com.badlogic.gdx.math.Rectangle;
4 import com.badlogic.gdx.math.Vector2;
5
6 import ch.hevs.gdx2d.lunar.physics.Constants;
7
8 public class LandZone {
9
10     public Rectangle landBox;
11
12     public LandZone(Vector2 position) {
13         landBox = new Rectangle(position.x, position.y, Constants.Z_WIDTH,
14             Constants.Z_HEIGHT);
15         landBox.setCenter(position.x + (800/Constants.SCALE/2), position.y);
16     }
17 }
```