```java
package ch.hevs.gdx2d.lunar.main;

import com.badlogic.gdx.math.Intersector;
import com.badlogic.gdx.math.Vector2;
import com.badlogic.gdx.utils.Array;

import ch.hevs.gdx2d.components.graphics.Polygon;

public class PolygonWorking extends Polygon {
    public PolygonWorking(Vector2[] points) {
        super(points);
    }

    @Override
    public boolean contains(Vector2 p) {
        Vector2[] v = Polygon.float2vec2(this.getVertices());
        Array<Vector2> a = Array.with(v);
        return Intersector.isPointInPolygon(a, p);
    }
}
```