var fixedRect, movingRect;

function setup() {

  createCanvas(1200,800);

  fixedRect=createSprite(200, 200, 50, 50);

  fixedRect.shapeColor="green";

movingRect=createSprite(400,200,80,30);

movingRect.shapeColor="green";

movingRect.debug=true;

fixedRect.debug=true;

 gameObject1=createSprite(100,100,50,50);

 gameObject1.shapeColor="red";

 gameObject2=createSprite(200,100,50,50);

 gameObject2.shapeColor="red";

 gameObject3=createSprite(300,100,50,50);

 gameObject3.shapeColor="red";

 gameObject4=createSprite(400,100,50,50);

 gameObject4.shapeColor="red";

}

function draw() {

  background(0,0,0);

  movingRect.x=World.mouseX;

  movingRect.y=World.mouseY;

  if(isTouching(movingRect,gameObject1)){

    movingRect.shapeColor="blue";

    gameObject1.shapeColor="blue";

  }

  else{

    movingRect.shapeColor="green";

    gameObject1.shapeColor="green";

  }

  drawSprites();

}

function isTouching(object1,object2){

  if(object1.x-object2.x < object2.width/2+object1.width/2

    && object2.x-object1.x < object2.width/2+object1.width/2

    &&object1.y-object2.y < object2.height/2+object1.height/2

    && object2.y-object1.y < object2.height/2+object1.height/2){

    return true;

  }

  else{

    return false;

  }

}