

```
var powerdot = {
  x: 10,
  y: 10,
  powerup: false,
  pcountdown: 0,
  ghostNum: 0
}

//Collision detection
if(player.x <= powerdot.x && powerdot.x <= (player.x+32) && player.y <= powerdot.y &&
powerdot.y <= (player.y +32)){
  console.log('hit');
  powerdot.powerup = false;
  powerdot.pcountdown = 500;
  powerdot.ghostNum = enemy.ghostNum;
  enemy.ghostNum = 384;
  powerdot.x=0;
  powerdot.y=0;
}

if(powerdot.powerup){
  context.fillStyle = "#ffffff";
  context.beginPath();
  context.arc( powerdot.x, powerdot.y , 10,0, Math.PI * 2, true);
  context.closePath();
  context.fill();
}
```