

```
1 using CustomProject.GameObjects;
2 using SplashKitSDK;
3
4 namespace CustomProject.GameHandler
5 {
6     public class CollisionHandler
7     {
8         private GameMap _gameMap;
9         private Player _player;
10
11         public CollisionHandler(GameMap gamemap, Player player)
12         {
13             _gameMap = gamemap;
14             _player = player;
15         }
16
17         // Process the action of touching bombs and remove them
18         public void CheckBombCollision()
19         {
20             List<CollectibleBomb> removedBombs = new List<CollectibleBomb>
21             ();
22             AnimationHandler _animationHandler = new AnimationHandler
23             (_player);
24             foreach (CollectibleBomb bomb in _gameMap.Bombs)
25             {
26                 if (SplashKit.BitmapCollision(_player.Image, _player.X,
27                 _player.Y, bomb.Image, bomb.X, bomb.Y))
28                 {
29                     removedBombs.Add(bomb);
30                     _player.IsDead = true;
31                     _animationHandler.Die();
32                 }
33             }
34
35             foreach (CollectibleBomb bomb in removedBombs)
36             {
37                 _gameMap.Bombs.Remove(bomb);
38             }
39
40             // Check if the player is on the ground
41             public bool IsPlayerOnGround()
42             {
43                 return IsCollideWithLand(_player.X, _player.Y + 1);
44             }
45
46             // Check land collision with player for handle movement
47             public bool IsCollideWithLand(double x, double y)
48             {
49                 // ...
50             }
51         }
52     }
53 }
```

```
47         foreach (Land land in _gameMap.Lands)
48         {
49             if (SplashKit.BitmapCollision(_player.Image, x, y,
50                 land.Image, land.X, land.Y))
51             {
52                 return true;
53             }
54         }
55         return false;
56     }
57 }
58
```