

```
1  using CustomProject.GameObjects;
2  using SplashKitSDK;
3
4  namespace CustomProject.StrategyDesign
5  {
6      public class NormalCollect : ICollectStrategy
7      {
8          public void Collect(Player player)
9          {
10             if (!player.IsDead)
11             {
12                 List<CollectibleGold> collectedGolds = new
13                     List<CollectibleGold>();
14
15                 foreach (CollectibleGold gold in player.GameMap.Golds)
16                 {
17                     if (SplashKit.BitmapCollision(player.Image, player.X,
18                         player.Y, gold.Image, gold.X, gold.Y))
19                     {
20                         collectedGolds.Add(gold);
21                     }
22
23                     foreach (CollectibleGold gold in collectedGolds)
24                     {
25                         player.GameMap.Golds.Remove(gold);
26                         player.CollectedGolds += 1;
27                         player.Notify("GoldCollected");
28                     }
29                 }
30             }
31         }
32     }
```