

```
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             foreach (CollectibleBomb bomb in removedBombs)
35             {
36                 _gameMap.Bombs.Remove(bomb);
37             }
38
39         // Check if the player is on the ground
40         public bool IsPlayerOnGround()
41         {
42             return IsCollideWithLand(_player.X, _player.Y + 1);
43         }
44
45         // Check land collision with player for handle movement
46         public bool IsCollideWithLand(double x, double y)
47         {
```

```
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             return false;
55         }
56     }
57 }
```