

```
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 List<CollectibleGold>();
13
14                 foreach (CollectibleGold gold in player.GameMap.Golds)
15                 {
16                     if (SplashKit.BitmapCollision(player.Image, player.X,
17 player.Y, gold.Image, gold.X, gold.Y))
18                     {
19                         collectedGolds.Add(gold);
20                     }
21                 }
22                 foreach (CollectibleGold gold in collectedGolds)
23                 {
24                     player.GameMap.Golds.Remove(gold);
25                     player.Collecteds += 1;
26                     player.Notify("GoldCollected");
27                 }
28             }
29         }
30     }
31 }
32
```