|  |
| --- |
| var fixedRect, movingRect; |
|  | var gameObject1, gameObject2, gameObject3, gameObject4; |
|  |  |
|  | function setup() { |
|  | createCanvas(1200,800); |
|  | fixedRect = createSprite(600, 400, 50, 80); |
|  | fixedRect.shapeColor = "green"; |
|  |  |
|  | movingRect = createSprite(800, 400,80,30); |
|  | movingRect.shapeColor = "green"; |
|  |  |
|  | gameObject1 = createSprite(100, 100, 50, 50); |
|  | gameObject1.shapeColor = "green"; |
|  | gameObject2 = createSprite(200, 100, 50, 50); |
|  | gameObject2.shapeColor = "green"; |
|  | gameObject3 = createSprite(300, 100, 50, 50); |
|  | gameObject3.shapeColor = "green"; |
|  | gameObject4 = createSprite(400, 100, 50, 50); |
|  | gameObject4.shapeColor = "green"; |
|  | } |
|  |  |
|  | function draw() { |
|  | background(0,0,0); |
|  | movingRect.x = World.mouseX; |
|  | movingRect.y = World.mouseY; |
|  |  |
|  | if(isTouching(movingRect, gameObject1)){ |
|  | movingRect.shapeColor = "blue"; |
|  | gameObject1.shapeColor = "blue"; |
|  | } |
|  | else { |
|  | movingRect.shapeColor = "green"; |
|  | gameObject1.shapeColor = "green"; |
|  | } |
|  | drawSprites(); |
|  | } |
|  |  |
|  | function isTouching(object1,object2){ |
|  | if (object1.x - object2.x < object2.width/2 + object1.width/2 |
|  | && object2.x - object1.x < object2.width/2 + object1.width/2 |
|  | && object1.y - object2.y < object2.height/2 + object1.height/2 |
|  | && object2.y - object2.y < object2.height/2 + object1.height/2) { |
|  |  |
|  | return true; |
|  | } |
|  | else { |
|  | return false; |
|  | } |
|  | } |