

Collision Detection - Distance and Inequality

Students use function composition and the distance formula to detect when characters in their games collide.

Lesson Goals	<p>Students will be able to:</p> <ul style="list-style-type: none"> • Explain how the distance formula is related to the Pythagorean theorem. • Write a function for the distance formula.
Student-Facing Lesson Goals	<ul style="list-style-type: none"> • I can explain how the distance formula is connected to the Pythagorean theorem. • I can write a function that takes in 2 points and returns the distance between them.
Materials	<ul style="list-style-type: none"> • Lesson slides • Sample game file - no distance lines • Sample game file - with distance lines • Top Down / Bottom Up (Page 5) • Word Problem: is-collide (Page 6) • Optional: the Flag of Trinidad and Tobago Starter Code (Pyret)
Preparation	<ul style="list-style-type: none"> • Make sure all materials have been gathered • Decide how students will be grouped in pairs
Key Points for the Facilitator	<ul style="list-style-type: none"> • The distance formula is an excellent review of <i>Circles of Evaluation</i>. Have students work out the expression in small groups to foster discussion.
Language Table	Students have not seen any primitives yet!
Click here to see the prior unit-based version	

Glossary

circle of evaluation :: a 'sentence diagram' of the structure of a mathematical expression

pixel :: the smallest unit that makes up a digital image. The more pixels, the more detailed an image or video can appear.

Problem Decomposition Returns!

20 minutes

Overview

Students revisit the problem decomposition concept from [earlier lessons](#).

Launch

Students should have their workbook, pencil, and be logged into code.pyret.org on their computer.

Problem Decomposition is a powerful tool, which lets us break apart complex problems into simpler ones that we can solve, test, and then glue together into a complex solution.

Students may remember that there are two strategies for doing this:

1. **Top-Down:** Describe the problem at a high level, then fill in the details later
2. **Bottom-Up:** Focus on the smaller parts that you're sure of, then build them together to get the big picture

Problem Decomposition is the focus of [an entire Bootstrap lesson](#), is used to solve "[onscreen?](#)", and build up the 2-dimensional [distance function](#).

Investigate

For the following complex word problem, have students **first** decide which strategy they want to use, and then apply the Design Recipe to build the functions they need.



A retractable flag pole starts out 24 inches tall, and can grow at a rate of 0.6in/sec. An elastic is tied to the top of the pole and anchored 200 inches from the base, forming a right triangle. Define functions that compute the height of the pole and the area of the triangle after a given number of seconds.

Have students complete the [Top Down / Bottom Up](#) worksheet, using Problem Decomposition and the Design Recipe to solve this problem!

Synthesize

- Which strategy did students use?
- Did they start out with one, and then switch to another?

Collision Detection

20 minutes

Overview

Students once again see function composition at work, as they compose a simple inequality with the `distance` function they've created.

Launch

Knowing how far apart our characters are is the first step. We still need the computer to be asking: "True or False: is there a collision?"

Investigate

Using [Word Problem: is-collide](#), have students write a function that takes in two coordinate pairs (four numbers) of the `PLAYER` and a character (`(px, py)` and `(cx, cy)`), and returns `true` if they are within 50 *pixels* of each other.

Synthesize

- You started by writing the `distance` function first, and then `collide?` Is this **Top-Down** or **Bottom-Up** decomposition?
- Explicitly point out that this function is easy to write because we can *re-use* the distance function.
- Connect this back to `profit` , `revenue` , `cost` and `onscreen` from [previous lessons](#). Problem Decomposition is powerful!

Additional Exercises:

- For teachers who've already introduced your class to flags, [the Flag of Trinidad and Tobago Starter Code \(Pyret\)](#) makes use of Pythagorean Theorem and could make for an interesting connection to this lesson.