Quiz: Obstacles

**Question 1:** What is a game over state in a 2D game?

a) The state when the player wins the game

b) The state when the player loses the game

c) The state when the player reaches a checkpoint

d) The state when the player collects all the power-ups

**Question 2:** Why is a game over state important in a game?

a) It adds challenge and excitement to the game

b) It allows the player to continue playing indefinitely

c) It helps the player progress to the next level

d) It increases the game's graphics and sound effects

**Question 3:** What is collision detection in a game?

a) The process of detecting when the player collides with an enemy or obstacle

b) The process of detecting when the player reaches a checkpoint

c) The process of detecting when the player collects a power-up

d) The process of detecting when the player wins the game