Date : September 27, 2016

For : Nila Santiago

From : Albania, Emmanuel Joi

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RE : Geeks VS Bugs

**Date:** September 12, 2016

**Finished Activity:** Change compiler label and implement collision detection.

**Description:** Compiler label was changed and the collision of game characters to game world was constrained. The characters were designed not to penetrate objects when colliding. Movements are prohibited whenever a chance of collision is detected.

**Activity List:**

Detection of error in compilation of movements

Syntax error and movement errors

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Noted by: Jun Gascon