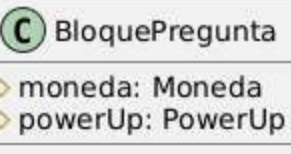
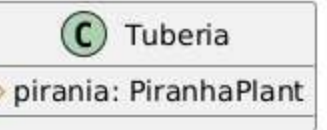
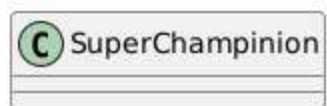
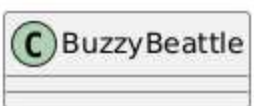
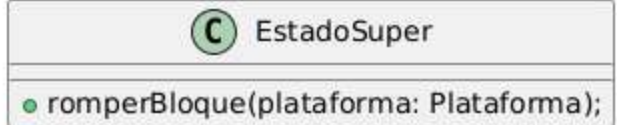
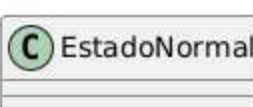
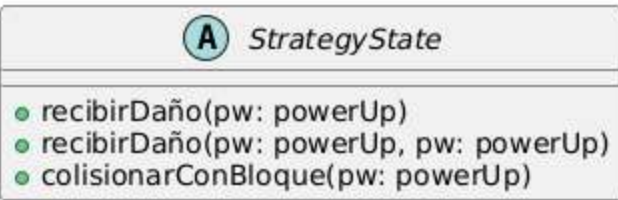
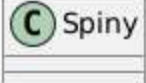
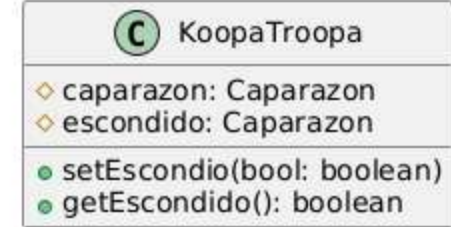
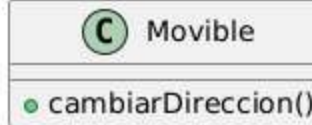
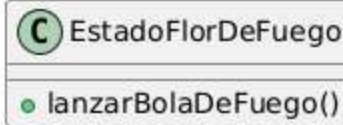
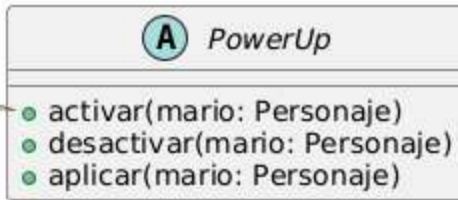
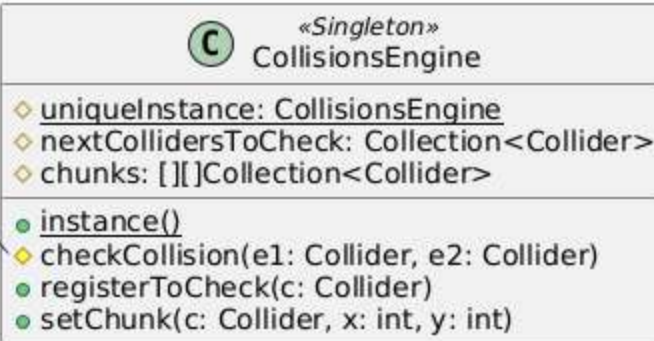


método activar en cada clase concreta de PowerUp contiene la lógica específica de ese power-up



```
if (hayColision) {
    c2.collide(c1, d1);
    c1.collide(c2, d2);
}
```



c.handleCollision(this, d)

