

MelloMario.Objects.Blocks.
Flag.OnCollision

```
graph LR; A[MelloMario.Objects.Blocks.  
Flag.OnCollision] --> B[MelloMario.Objects.BaseCollidable  
Object.ChangeLives]; A --> C[MelloMario.Objects.BaseCollidable  
Object.ScorePoints];
```

MelloMario.Objects.BaseCollidable
Object.ChangeLives

MelloMario.Objects.BaseCollidable
Object.ScorePoints