

# Intro to Game Development

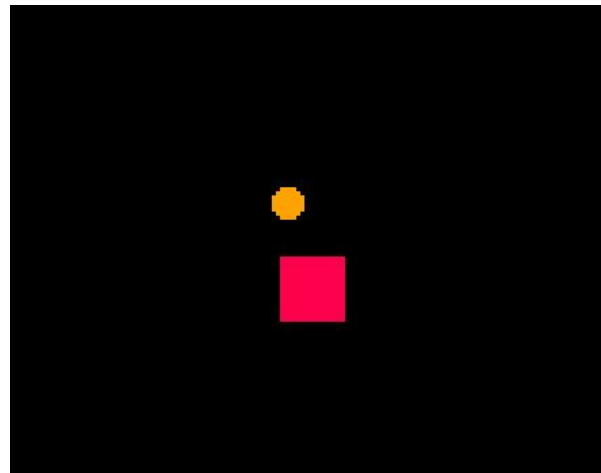
Lesson 4: Game Sprites and Animation  
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# AIM: How can we create collision with our character sprites?

Do Now: Right now, our sprite phases through everything like a ghost!

How do you know when you're supposed to walk and when you should stop?

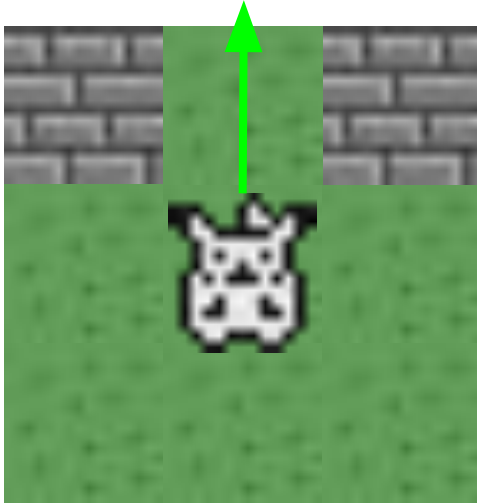
Write some pseudocode that'll help you with this



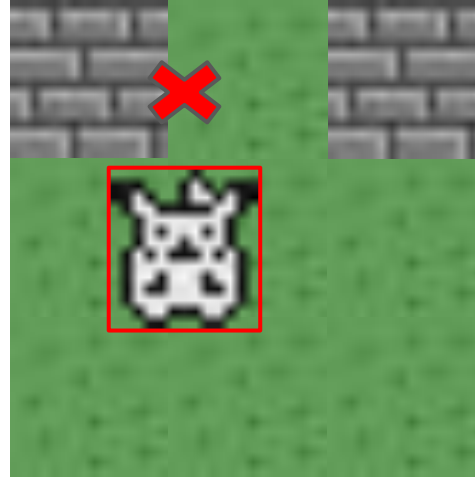
# What is Collision Detection?



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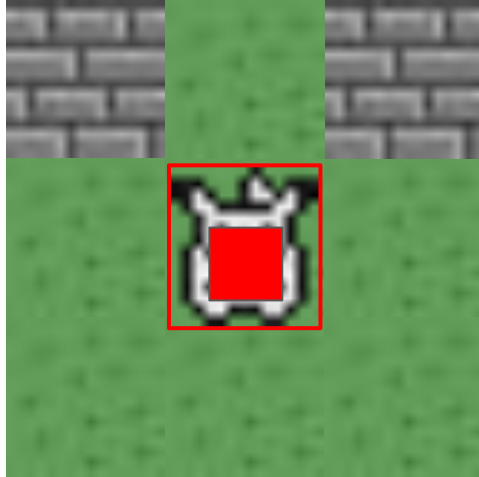


Pikachu  
should be  
able to go  
through this  
passage



Pikachu should not  
be able to move up  
because there is a  
wall on the top left  
of Pikachu

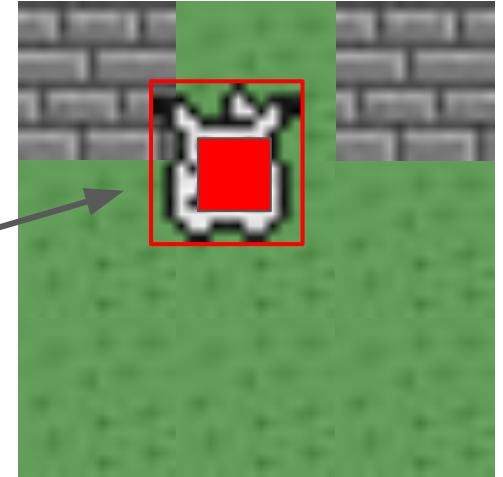
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We can make a  
hitbox!

The hitbox is  
smaller than the  
actual frame of the  
sprite and will be  
used to detect  
collision!

Now Pikachu can still pass  
through this alley even though  
their ear and side are still  
“touching” the wall



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