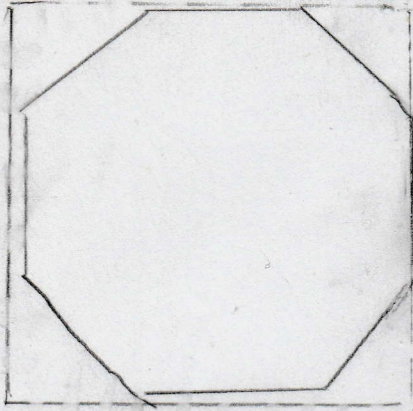
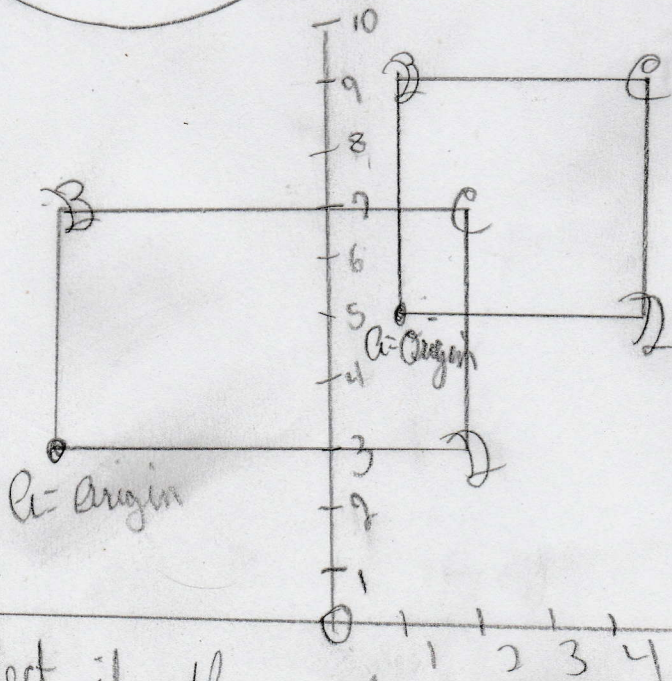
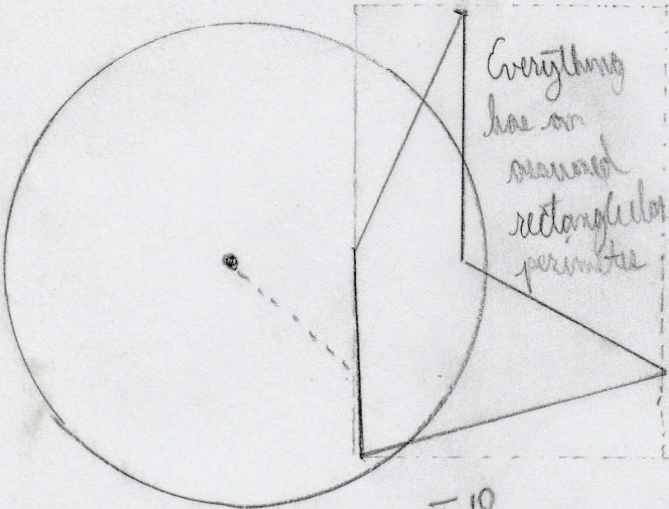


Overlap Theory

Method 1: Rectangular Suggestion



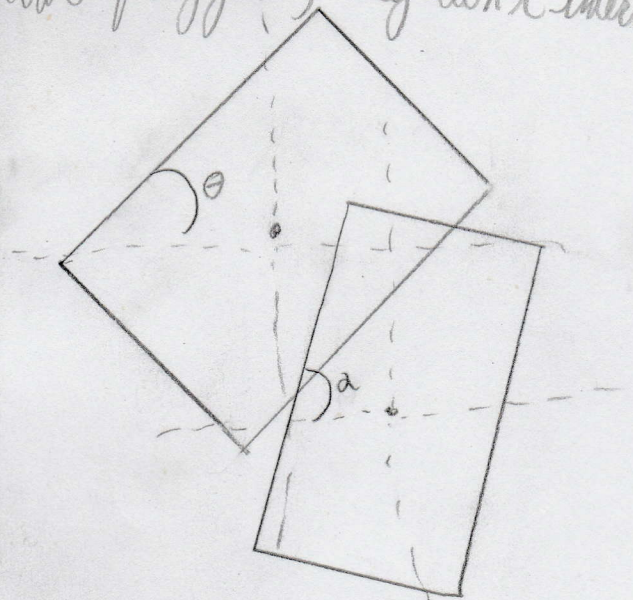
To begin, this will be the method of polygonal overlap detection. As development continues, method 2 will be far more accurate.



detect if the coordinates lie within the other rectangle's bounds

Method 2: Separating Axis theorem

If you can draw a line between two polygons, they don't intersect



use the angle of two polygons to detect the separation of their axes. This algorithm will be implemented later in development to accurately detect the overlap of any 2 polygons. This will take time to implement, so it will be a nice feature update in the future.