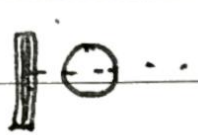
Collision between bullet and bubble:

-> 4 cases for each ones.

Case - 1

bullet_y in between circle ends

Case - 2



The other case

Case - 3

top end in b/w circle ends

Case - 4

bottom end in b/w circle ends