

time values will of course differ between tests.

Amount of A and B blocks can differ between tests depending on which are destroyed.

Resistances may drop below 0, this equals vulnerability, thus the block takes more damage from a hit.

CollisionEffectTest1:

output at the start:

```
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
```

```
----- Block: B -----  
Size: 10.0  
Hardness: 1  
Resistance: 0  
20267625 deploying:
```

output after grabbing the power:

```
org.alia4j.languages.bp.action.DeployCollisionEffectAction@24ce6b2d  [* *  
bp.base.collision.Collision+.haveCollided(..) throws * exposes[${2}],  
org.alia4j.languages.bp.context.ClassContext@6bde6a3b] when context value  
predicate${org.alia4j.languages.bp.context.InstanceOfContext@394f8e42 &&  
org.alia4j.languages.bp.context.InstanceOfContext@1604ac73}}]  
ScheduleInfo [time=BEFORE, rule=DEFAULT]  
----- Ball: Ball -----  
Size: 1.0  
Speed: 5.25  
Orientation: 72  
Damage: 1  
Immaterial: false  
----- Paddle: Paddle -----  
Size: 1.0  
Speed: 5.0  
Orientation: 5.0  
----- Block: A -----  
Size: 10.0  
Hardness: 1  
Resistance: 0  
----- Block: B -----  
Size: 10.0  
Hardness: 1  
Resistance: 0
```

output after a collision that should trigger the power:

```
20269870 deploying: org.alia4j.noirin.action.MethodCallAction@69bef68f [* *  
bp.base.Ball+.getSize(..) throws * exposes[${2}] when context value  
predicateorg.alia4j.languages.bp.context.ObjectEqualContext@64db0f23]  
ScheduleInfo [time=AROUND, rule=DEFAULT]  
----- Ball: Ball -----  
Size: 3.0  
Speed: 5.5125  
Orientation: 298  
Damage: 1  
Immaterial: false  
----- Paddle: Paddle -----  
Size: 1.0  
Speed: 5.0  
Orientation: 5.0  
----- Block: A -----  
Size: 10.0  
Hardness: 1  
Resistance: 0  
----- Block: B -----  
Size: 10.0  
Hardness: 1  
Resistance: 0
```

CollisionEffectTest2:

output at the start:

```
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
```

output after grabbing the power:

```
20340971 deploying:
org.alia4j.languages.bp.action.DeployCollisionEffectAction@6390403a  [* *
bp.base.collision.Collision+.haveCollided(..) throws * exposes[${2},
org.alia4j.languages.bp.context.ClassContext@1368d2e7] when context value
predicate${org.alia4j.languages.bp.context.ObjectEqualContext@3af5087d &&
org.alia4j.languages.bp.context.InstanceOfContext@2d0064c8}]
ScheduleInfo [time=BEFORE, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 5.25
Orientation: 261
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
```

output after a collision that should trigger the power:

```
20351069 deploying: org.alia4j.noirin.action.MethodCallAction@507f51dd [* *
bp.base.Ball+.getSize(..) throws * exposes[${2}] when context value
predicateorg.alia4j.languages.bp.context.ObjectEqualContext@10728ce2]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 3.0
Speed: 5.5125
Orientation: 281
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
```

----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0

CollisionEffectTest3:

output at the start:

```
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 5
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 5
Resistance: 0
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 5
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 5
Resistance: 0
```

output after grabbing the power:

```
1749 deploying:
org.alia4j.languages.bp.action.DeployCollisionEffectAction@70887276    [* *
bp.base.collision.Collision+.haveCollided(..) throws * exposes[${-2},
org.alia4j.languages.bp.context.ClassContext@e12dab2] when context value
predicate${org.alia4j.languages.bp.context.ObjectEqualContext@2d0064c8 &&
org.alia4j.languages.bp.context.ObjectEqualContext@74d89d8c}]
ScheduleInfo [time=BEFORE, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 5.5125
Orientation: 271
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 4
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 5
Resistance: 0
```

output after a collision that should trigger the power:

```
3102 deploying: org.alia4j.noirin.action.MethodCallAction@19845f72    [* *
bp.base.Block+.getSize(..) throws * exposes[${-2}] when context value
predicateorg.alia4j.languages.bp.context.ObjectEqualContext@465395a0]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 5.788125000000001
Orientation: 316
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: B -----
Size: 10.0
Hardness: 4
Resistance: 0
----- Block: B -----
Size: 8.0
Hardness: 4
Resistance: 0
```

CollisionEffectTest4:

output at the start:

```
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 5
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 5
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 5
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 5
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
```


output after grabbing the power:

```
1056 deploying:
org.alia4j.languages.bp.action.DeployCollisionEffectAction@2e3f7cd9    [* *
bp.base.collision.Collision+.haveCollided(..) throws * exposes[${2}],
org.alia4j.languages.bp.context.ClassContext@4a1da247] when context value
predicate${org.alia4j.languages.bp.context.InstanceOfContext@556eb52e &&
org.alia4j.languages.bp.context.InstanceOfContext@57390ad3}]
ScheduleInfo [time=AFTER, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 5.25
Orientation: 72
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 5
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 4
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
```

output after a collision that should trigger the power:

```
1683 deploying: org.alia4j.noirin.action.MethodCallAction@7be36f4f    [* *
bp.base.Ball+.getSize(..) throws * exposes[${2}] when context value
predicateorg.alia4j.languages.bp.context.ObjectEqualContext@7e06f974]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 3.0
Speed: 5.5125
Orientation: 89
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 5
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 3
Resistance: 0
----- Block: B -----
```

Size: 10.0
Hardness: 1
Resistance: 0

CollisionEffectTest5:

output at the start:

```
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Ball: Ball -----
Size: 1.0
Speed: 5.0
Orientation: 270
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
1056 deploying:
```

output after grabbing the power:

```
org.alia4j.languages.bp.action.DeployCollisionEffectAction@7d3570ae    [* *
bp.base.collision.Collision+.haveCollided(..) throws * exposes[{$5},
org.alia4j.languages.bp.context.ClassContext@3f78efba] when context value
predicate${org.alia4j.languages.bp.context.InstanceOfContext@1f63d05e &&
org.alia4j.languages.bp.context.InstanceOfContext@5204db6b}]
ScheduleInfo [time=AFTER, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 5.25
Orientation: 72
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 1.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
```

output after a collision that should trigger the power:

```
1353 deploying: org.alia4j.noirin.action.MethodCallAction@733a9ac6    [* *
bp.base.Paddle+.getSize(..) throws * exposes[{$5}] when context value
predicateorg.alia4j.languages.bp.context.ObjectEqualContext@279a0eb1]
ScheduleInfo [time=AROUND, rule=DEFAULT]
----- Ball: Ball -----
Size: 1.0
Speed: 5.5125
Orientation: 245
Damage: 1
Immaterial: false
----- Paddle: Paddle -----
Size: 6.0
Speed: 5.0
Orientation: 5.0
----- Block: A -----
Size: 10.0
Hardness: 1
Resistance: 0
----- Block: B -----
Size: 10.0
Hardness: 1
Resistance: 0
```