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