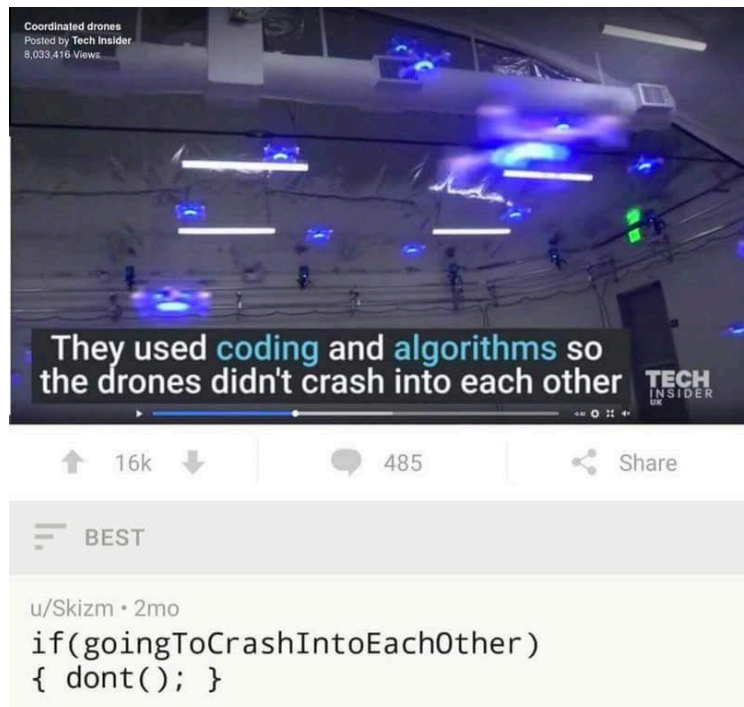
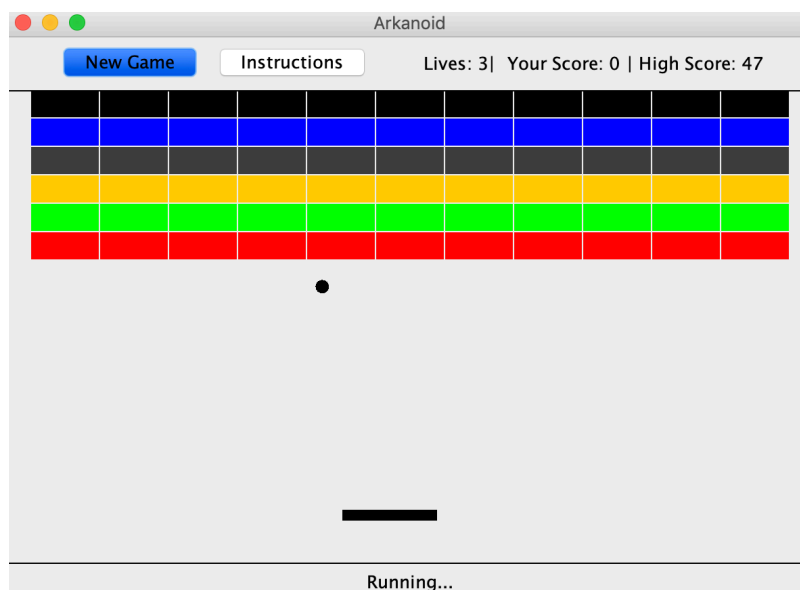


Drone Collision lol

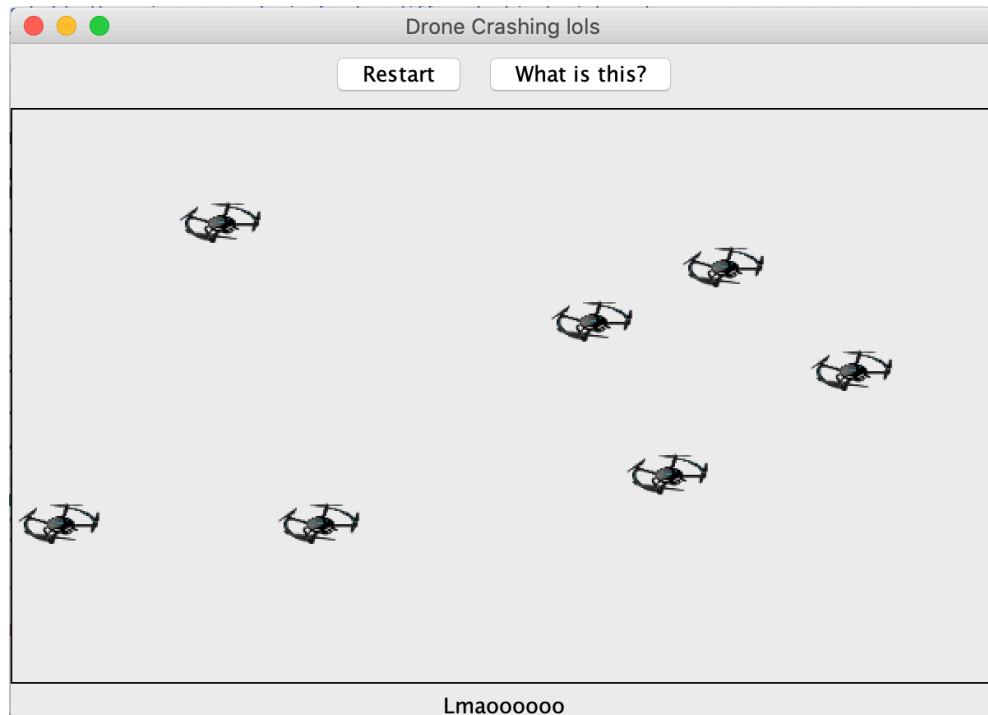
A few days ago, I saw this meme on Facebook after being tagged by a few friends:



My first response was, "Well, that is valid code though" and figured it would be absolute jokes to actually build a fully functioning application with these 2 lines of code at the core of its object collision logic.



I present to you an overnight project: “**Drone collision lol**”.



I adapted my Brick Breaker project and ended up of course with the all essential lines of code, found in GameCourt.java lines 86 – 88,

```
80         for (int i = 0; i < drones.length; i++) {
81             for (int j = 0; j < drones.length; j++) {
82                 boolean goingToCrashIntoEachOther = drones[i].intersects(drones[j]) > 0;
83                 crasher1 = drones[i];
84                 crasher2 = drones[j];
85
86                 if (goingToCrashIntoEachOther) {
87                     dont();
88                 }
89             }
90         }
91     }
92 }
```

For now, dont(); simply redirects both crashing drones in opposite directions. For a next iteration, I was thinking about getting the drones to maybe pickup packages and drop them off, a little like Amazon’s Kiva robot all while avoiding each other and minimizing overall package delivery time (though the latter sounds like a very complex problem).