public void userCollision(Ghost ghost) {

userBox.set(userImage.getLeft(), userImage.getRight(), 15, 15);

Rect gBox = ghost.getGhostBox();

int uX = userBox.width();

int uY = userBox.height();

int gX = ghost.getBoxX();

int gY = ghost.getBoxY();

if (userBox.intersect(gBox)) {

/\*\*

\* User colliding w/Ghost

\* Frontal Collision = user takes damage

\* Back Collision = ghost takes damage

\* Frontal Collision : uX > gX

\* Back Collision: uX < gX

\*/

=

if(uX > gX){

userHealth = userHealth - 20;

} else if (uX < gX){

Ghost.kill(ghost);

}

}

}

<Button

android:id="@+id/button"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:layout\_alignParentBottom="true"

android:layout\_centerHorizontal="true"

android:onClick="playGun"

android:text="detonate" />