**HelloWorldScene.cpp**

Init

platform1 = (Sprite\*)rootNode->getChildByName("Platform1");

platform2 = (Sprite\*)rootNode->getChildByName("Platform2");

platform3 = (Sprite\*)rootNode->getChildByName("Platform3");

Update

//------------------------------------------//

// PLATFORM MOVEMENT //

//------------------------------------------//

//platform1->setPosition(platform1->getPosition().x, platform1->getPosition().y + platformSpeed);

//if (platform1->getPosition().y >= winSize.height + 10)

//{

// platform1->setPosition(rand\_0\_1() \* winSize.width, -10);

// //platform1->setRotation(rand\_0\_1() \* 90);

// while (platform1->getPosition().x > winSize.width - (platform1->getBoundingBox().size.width / 2)

// || platform1->getPosition().x < platform1->getBoundingBox().size.width / 2)

// {

// platform1->setPosition(rand\_0\_1() \* winSize.width, -10);

// //platform1->setRotation(rand\_minus1\_1() \* 90);

// }

//

//}

//platform2->setPosition(platform2->getPosition().x, platform2->getPosition().y + platformSpeed);

//if (platform2->getPosition().y >= winSize.height + 10)

//{

// platform2->setPosition(rand\_0\_1() \* winSize.width, -10);

// while (platform2->getPosition().x > winSize.width - (platform2->getBoundingBox().size.width / 2)

// || platform2->getPosition().x < platform2->getBoundingBox().size.width / 2)

// {

// platform2->setPosition(rand\_0\_1() \* winSize.width, -10);

// //platform2->setRotation(rand\_minus1\_1() \* 90);

// }

//}

//platform3->setPosition(platform3->getPosition().x, platform3->getPosition().y + platformSpeed);

//if (platform3->getPosition().y >= winSize.height + 10)

//{

// platform3->setPosition(rand\_0\_1() \* winSize.width, -10);

// while (platform3->getPosition().x > winSize.width - (platform3->getBoundingBox().size.width / 2)

// || platform3->getPosition().x < platform3->getBoundingBox().size.width / 2)

// {

// platform3->setPosition(rand\_0\_1() \* winSize.width, -10);

// //platform3->setRotation(rand\_minus1\_1() \* 90);

// }

//}

/\*if (platformCollision(ball, platform1) || platformCollision(ball, platform2) || platformCollision(ball, platform3))

{

this->EndGame();

}\*/

//StringUtils::format("%d", GameManager::sharedGameManager()->GetScore())

StartGame

// Reset the Platforms

/\*platform1->setPosition(

(winSize.width \* 0.33) - (platform1->getBoundingBox().size.width / 2),

-winSize.height - 10);

platform2->setPosition(

(winSize.width \* 0.66) - (platform2->getBoundingBox().size.width / 2),

-winSize.height \* 0.33);

platform3->setPosition(

(winSize.width \* 0.99) - (platform3->getBoundingBox().size.width / 2),

-winSize.height \* 0.66);\*/

PlatformCollision

bool HelloWorld::platformCollision(Sprite\* ball, Sprite\* platform)

{

if (platform->getBoundingBox().intersectsCircle(ball->getPosition(),ball->getBoundingBox().size.width/2))

{

return true;

}

return false;

}