Lab Six

DPS923/MAP523

For this lab, you are requested to perform the following collision detection for three different objects: Player, Bird, Coin.

Spawn three different objects Player, Bird and Coin on random locations on the scene and apply random force to them so that they can move randomly in the view (Do not let them get affected by gravity).

Player collides with Bird and Bird is destroyed after collision.

Coin collides ONLY with Bird and none of them are destroyed after collision.

Coin collides with Player and both of them are destroyed.

All objects should collide with walls that surround the view and bounce as a result.