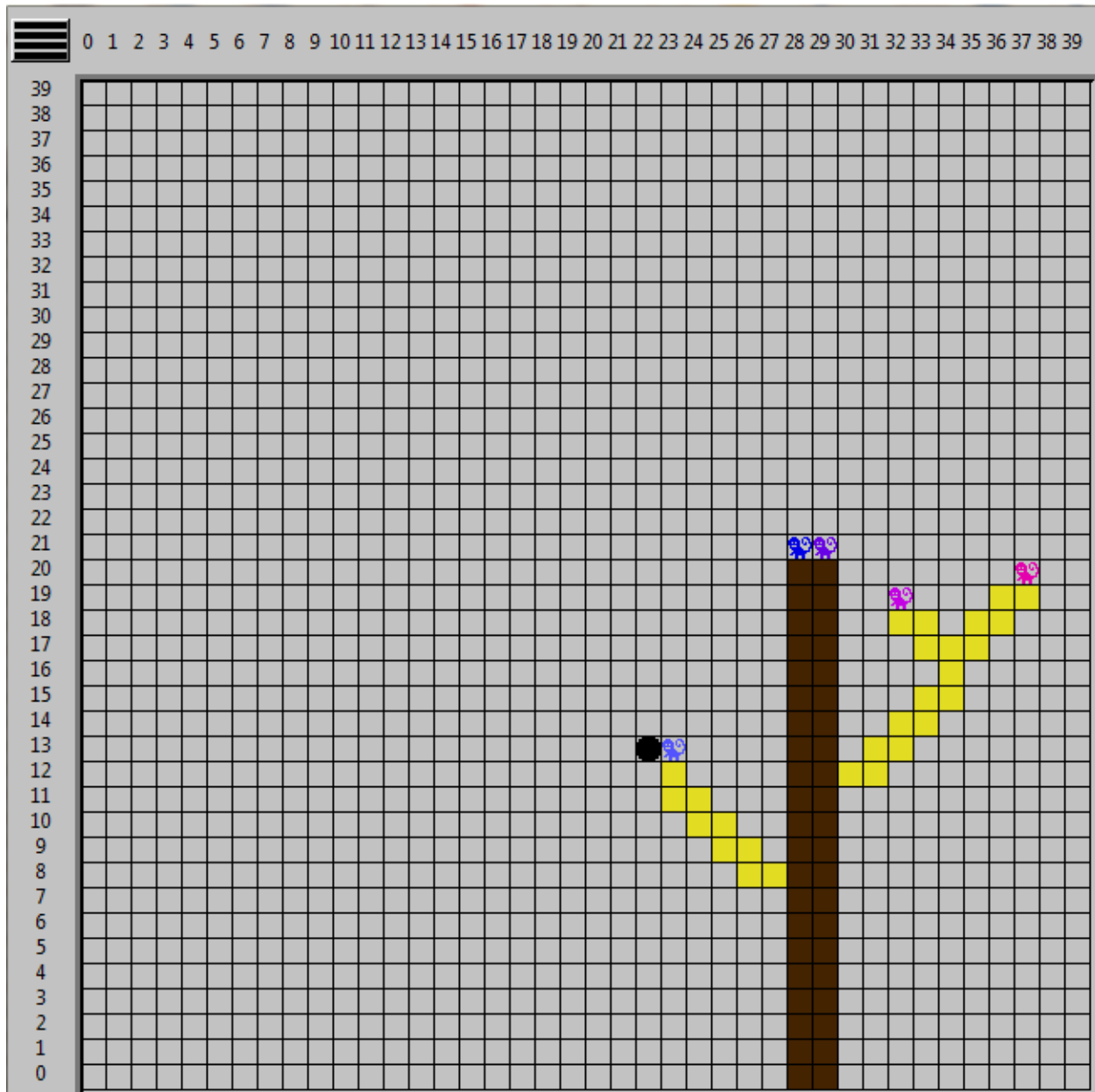


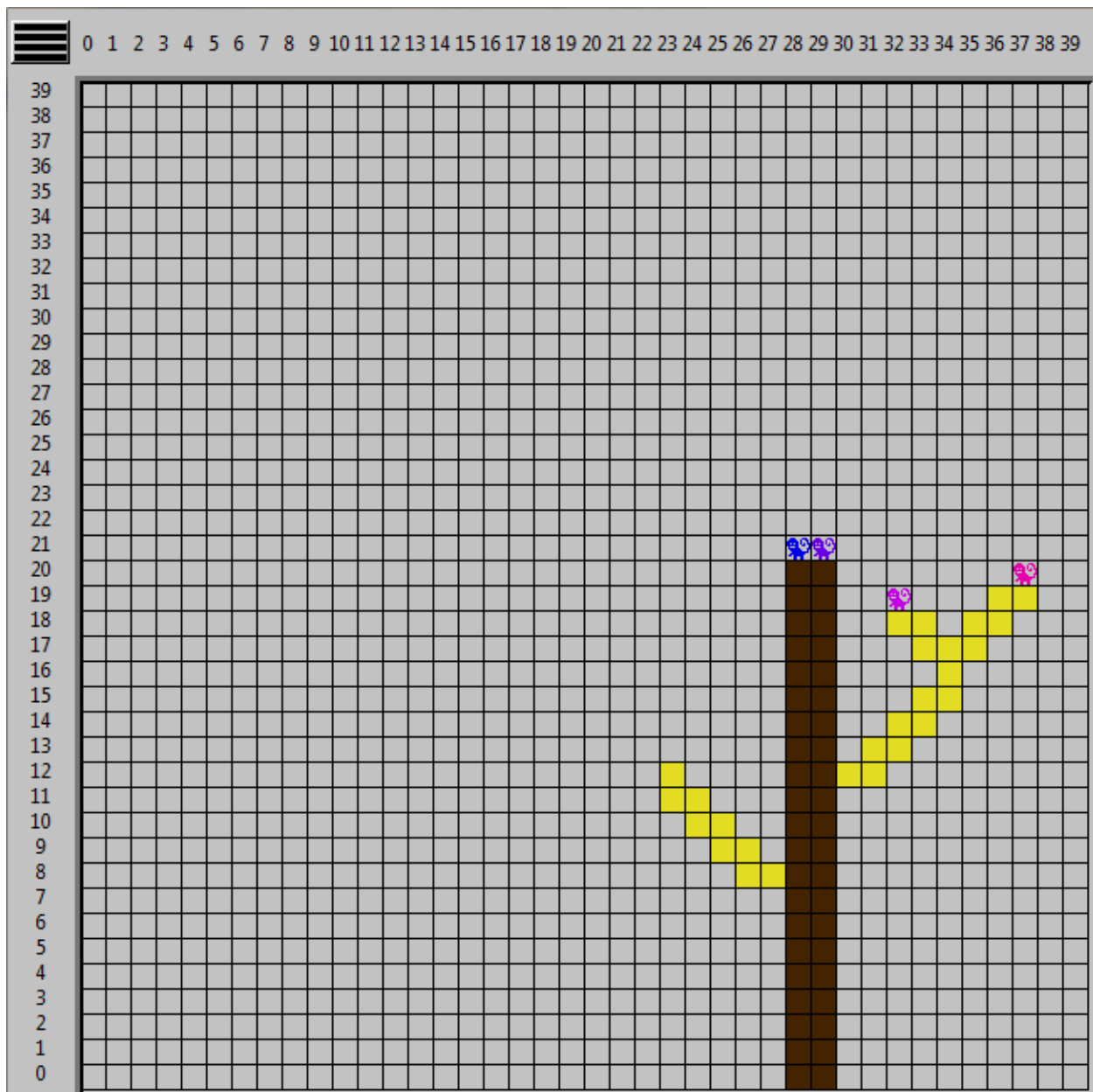
## Example 1: Hitting a strength 1 monkey

Before:



Here we see a monkey being hit from the left by a cannon ball. Since it has strength = 1, it should be deleted. Since it is a monkey, no other tiles are affected.

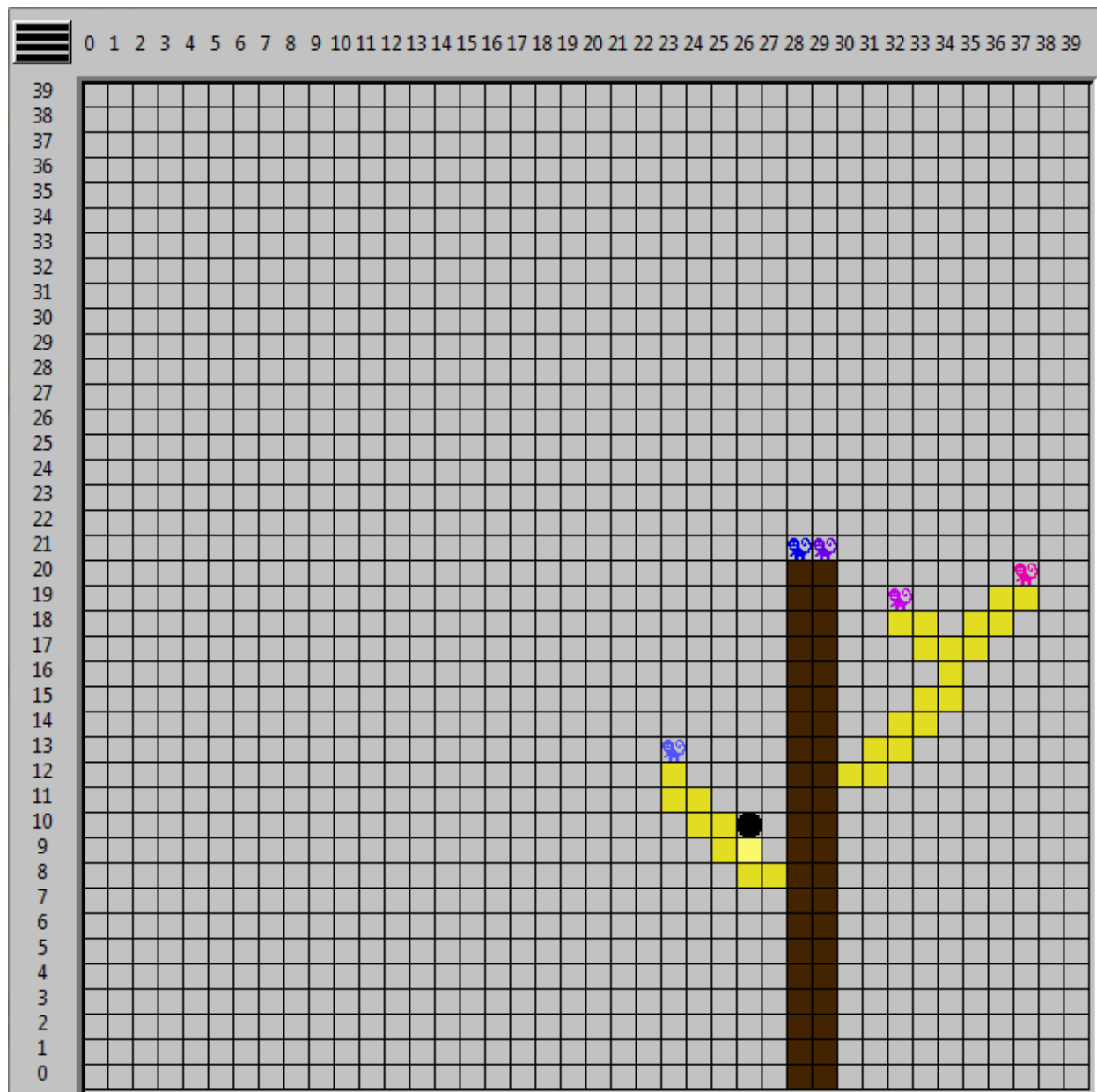
After:



Here we see the aftermath of the collision: the monkey is gone, nothing else changes.

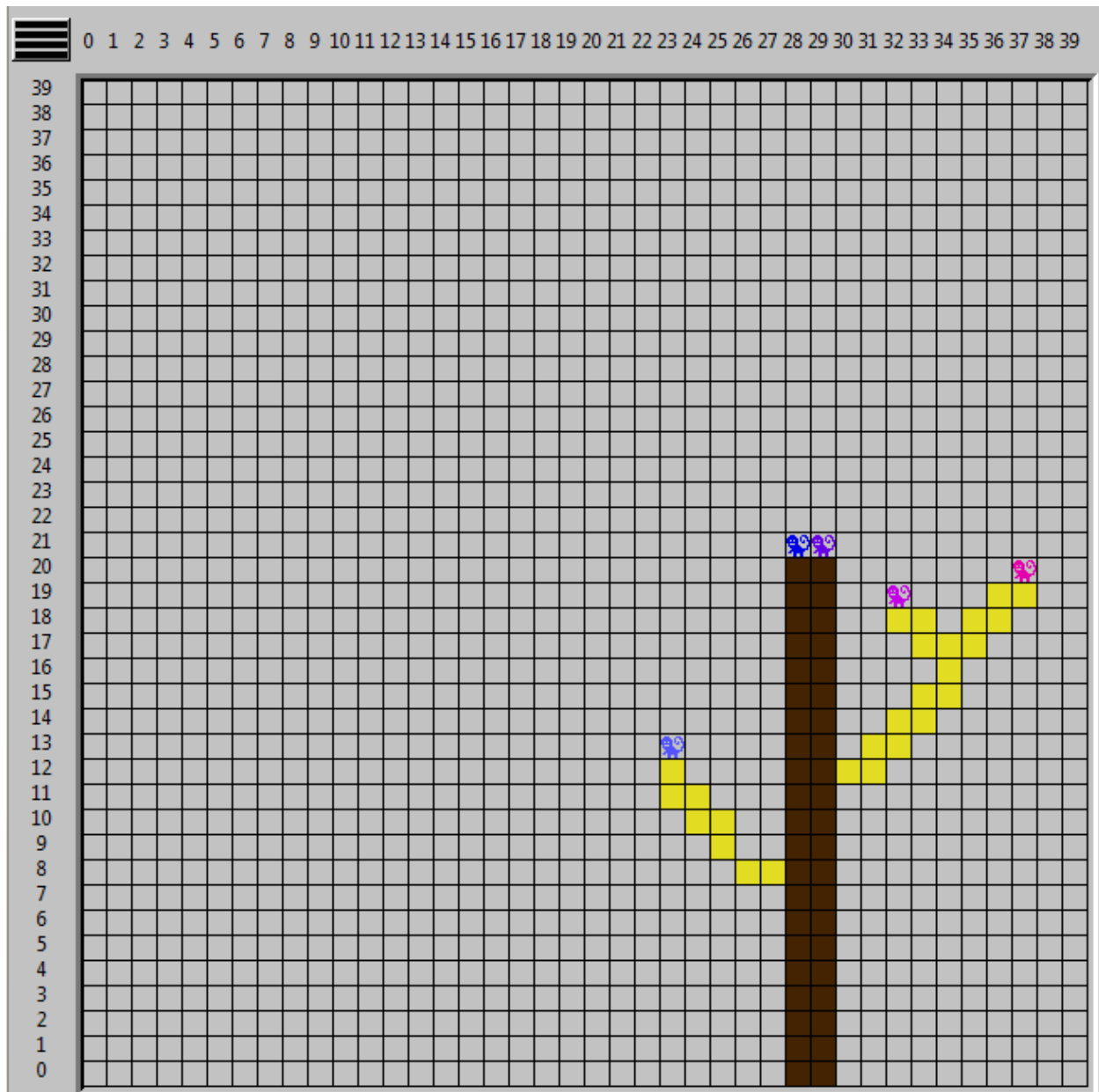
## Example 2: Hitting a strength 1 branch tile

Before:



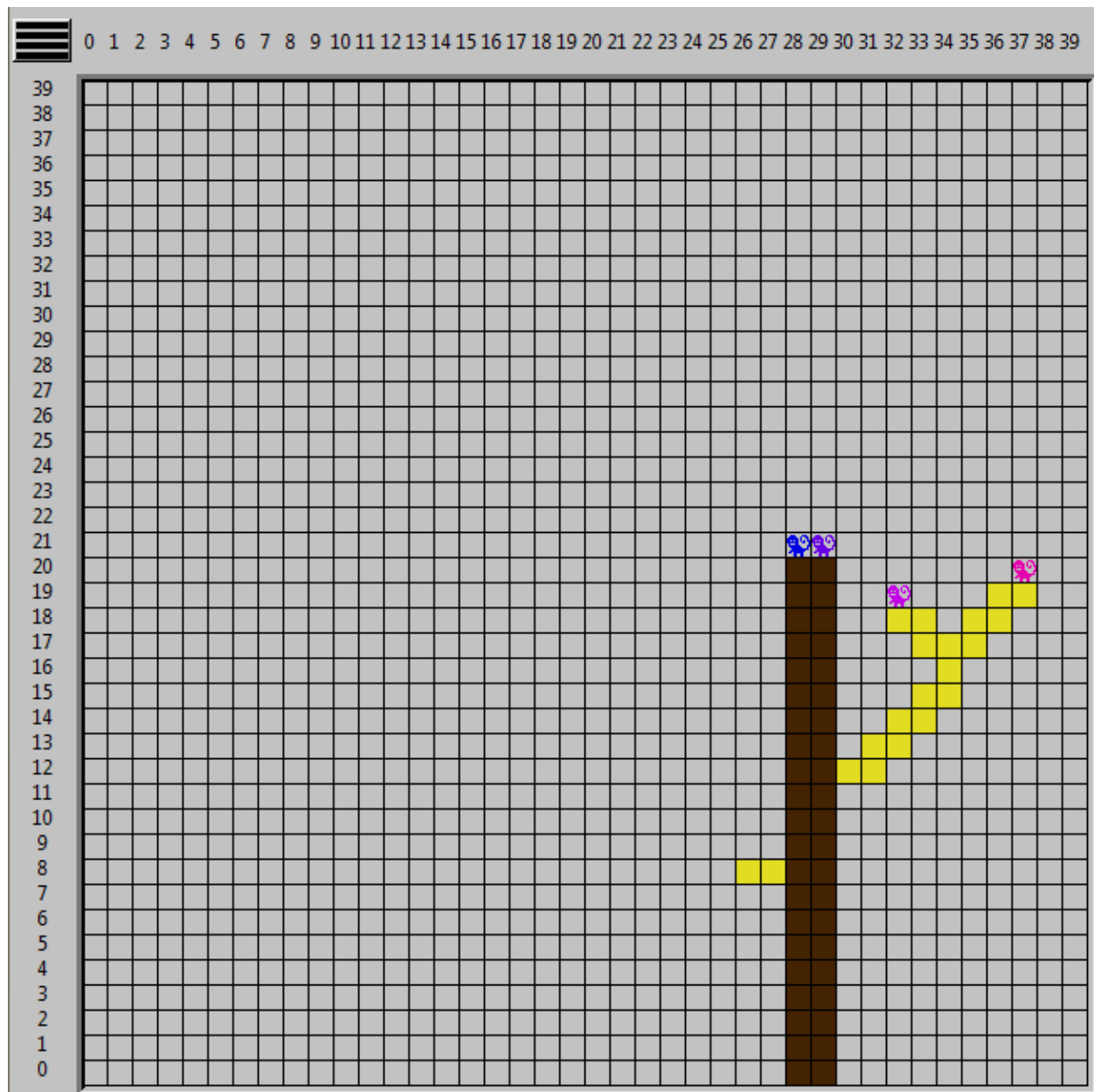
Here we see a branch tile being hit from above by a cannon ball. Again the tile has strength = 1 so it should be deleted. When a branch tile is deleted, all other branch tiles that form a contiguous block with the target should also be deleted.

Intermediate:



Here we see an updated game world; the branch tile that was hit has been deleted. There is no longer anything supporting the left section of the branch, so it should be deleted. The monkey sitting on the branch will in turn have no support, so it should be deleted as well.

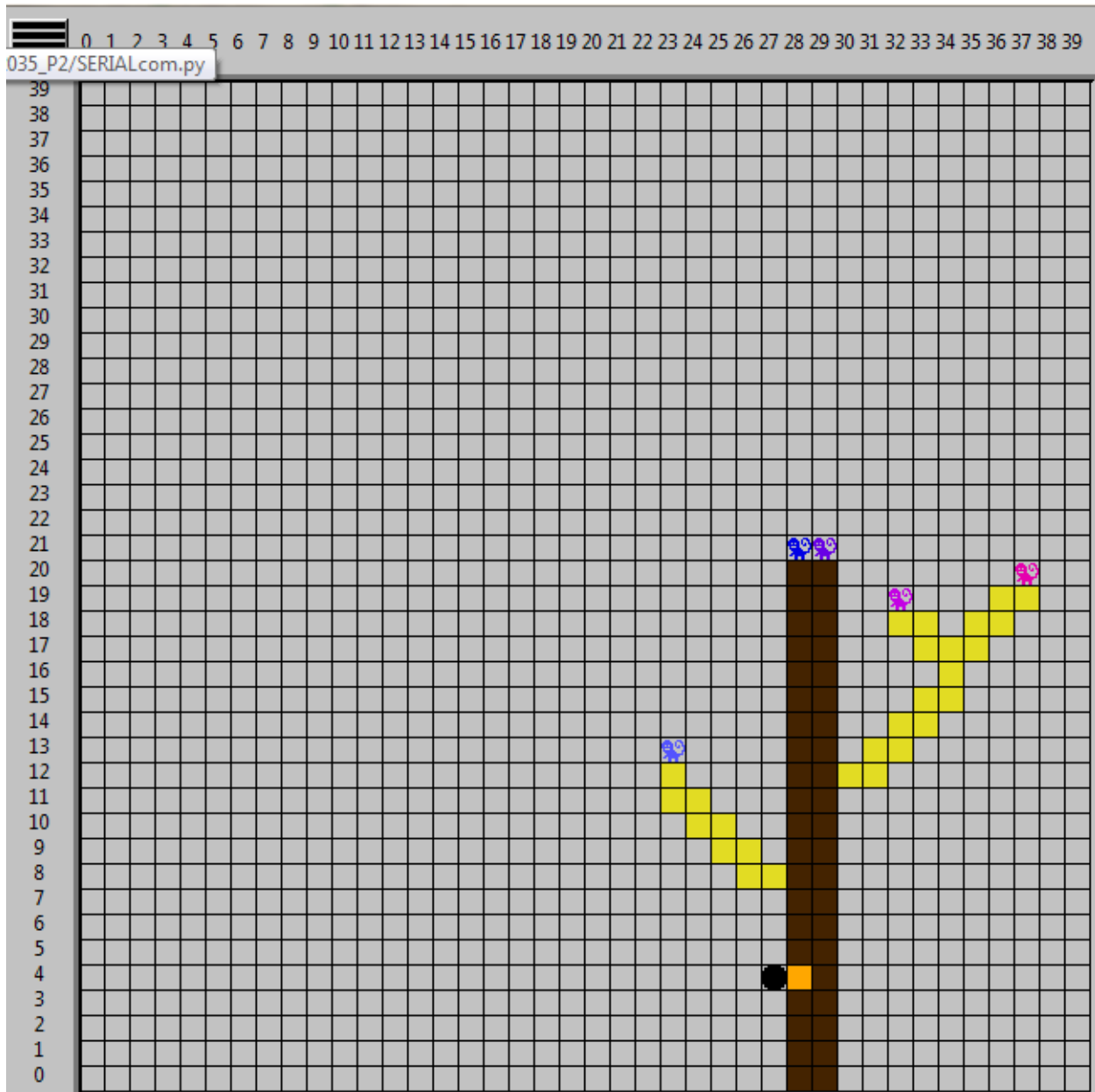
After:



Here we see the aftermath of the collision: the section of the branch supported by the deleted tile is gone, and any monkeys it supported were deleted as well.

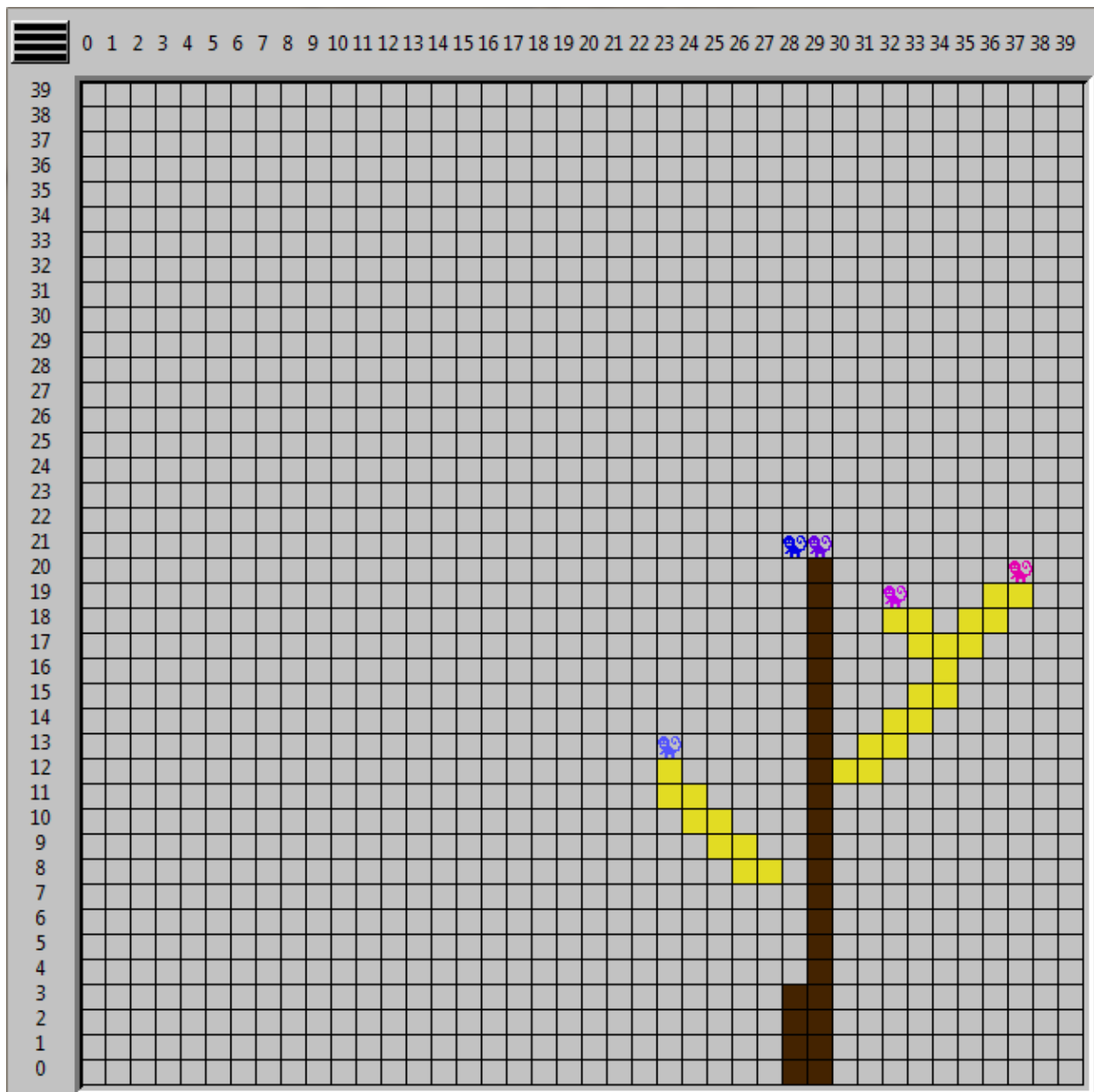
### Example 3: Strength 1 tree trunk being hit

Before:



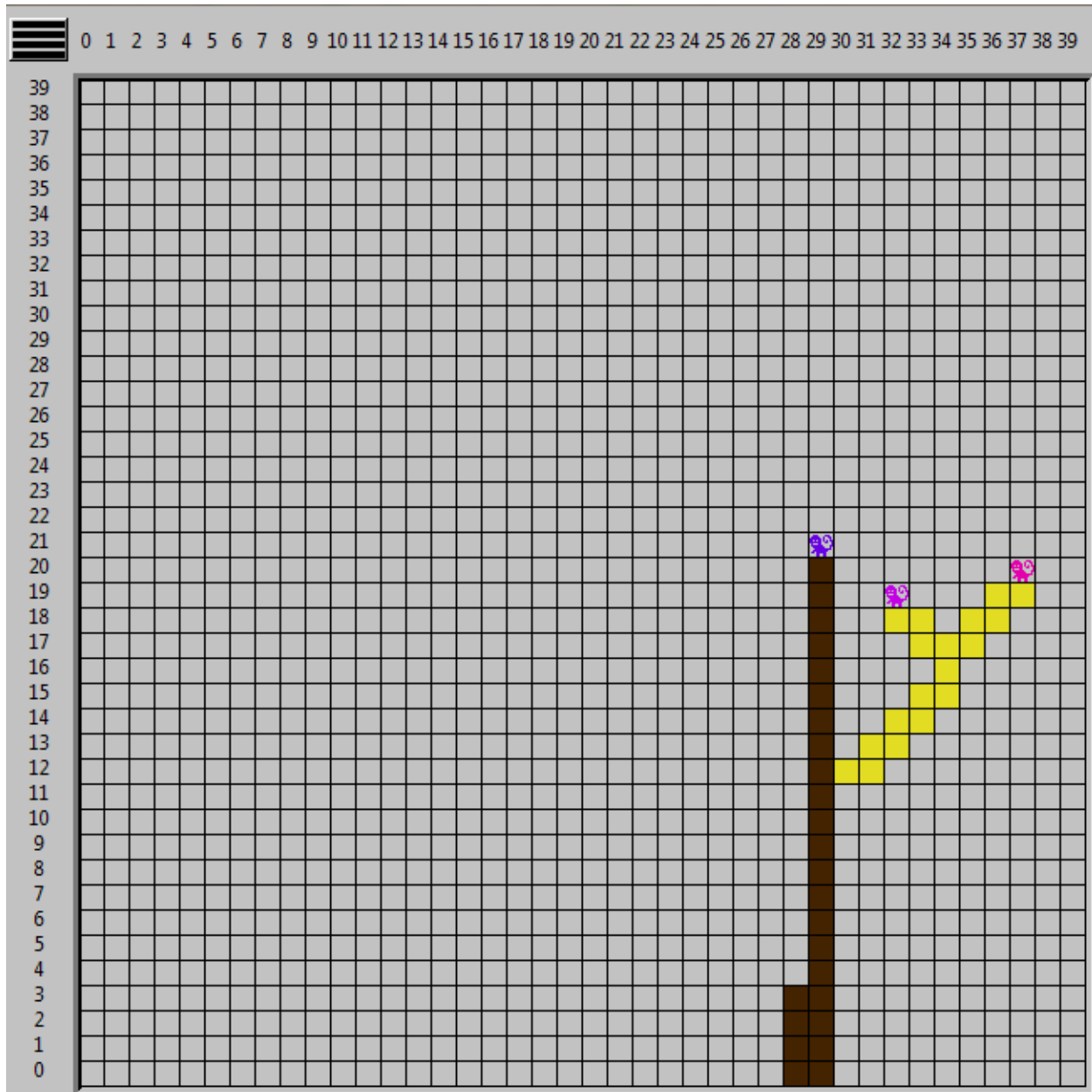
Here we see a tree tile being hit from the left by a shot. The tile has strength = 1, so it should be deleted. It is a tree tile, so all the tree tiles above it should fall (be deleted) as well.

Intermediate:



The tree tile that was hit and all the tree tiles it was supporting have been deleted. As we can see, an entire branch and 2 monkeys are now also unsupported, so they will also need to be deleted.

After:

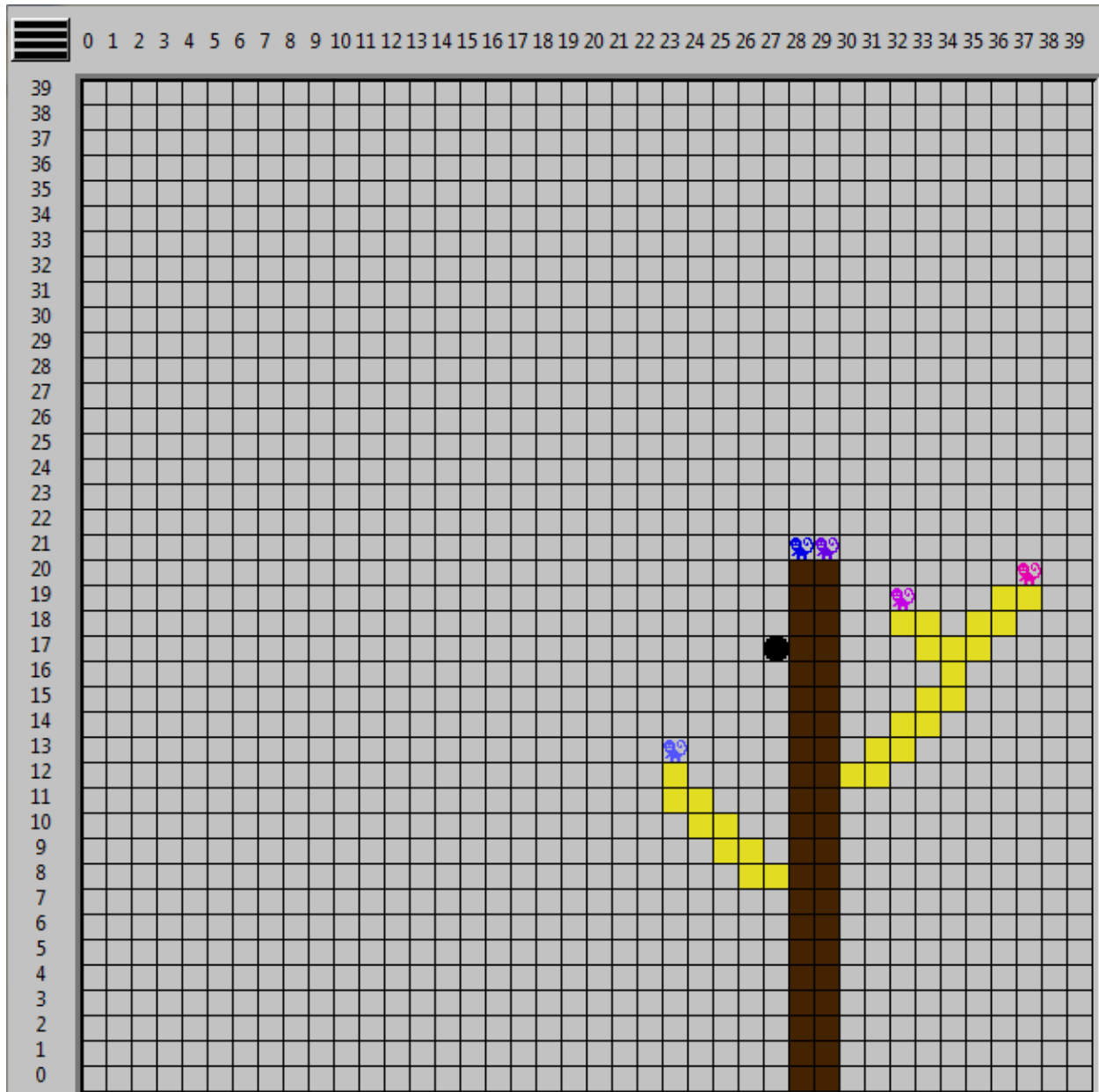


Here we see the aftermath of the collision: the section of the tree trunk is destroyed, and the branch and 2 monkeys it supported have been deleted as well.



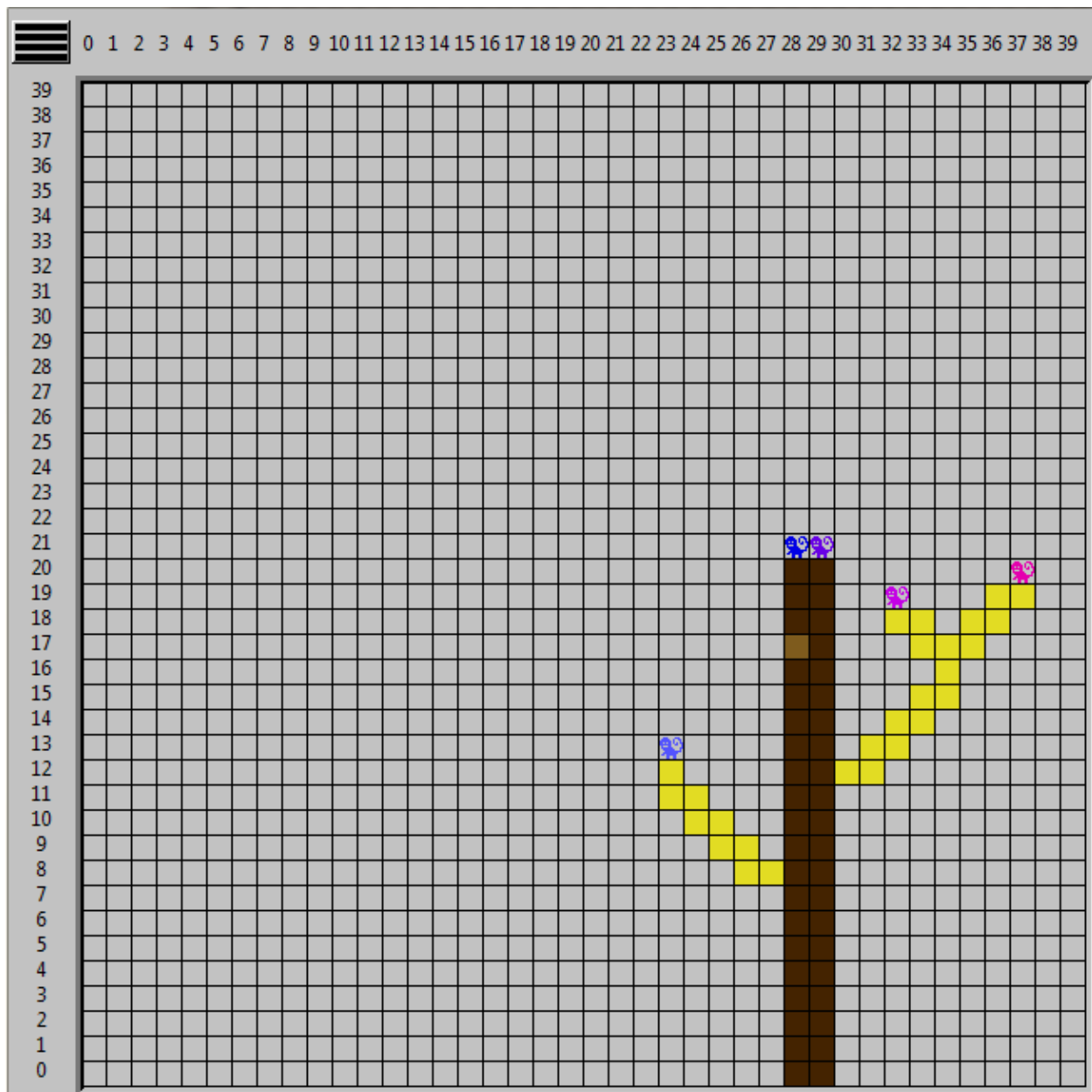
#### Example 4: Strength 5 tree trunk being hit

Before:



Here we see a tree tile being hit from the left by a shot. The tile has strength = 5, so the strength should be reduced to 4.

After:



The tree tile's strength has been changed. The tile that was hit had strength  $> 1$ , so it was not deleted. No tiles were deleted so no hit propagation occurred.