Chicken.x < character.x + width &&

Chicken.x + width >character.x &&

Chicken.y < character.y + height

Character.x + character.width > Chicken.x &&

Character.x < Chicken.x + chicken.width &&

Charatcer.y + character.height > Chicken.y &&

Character.x + character.width > Chicken.x &&

Character.x < Chicken.x + Chicken.Width &&

Character.y + character.height > Chicken.y &&

Character.y < chicken.y + chicken.height