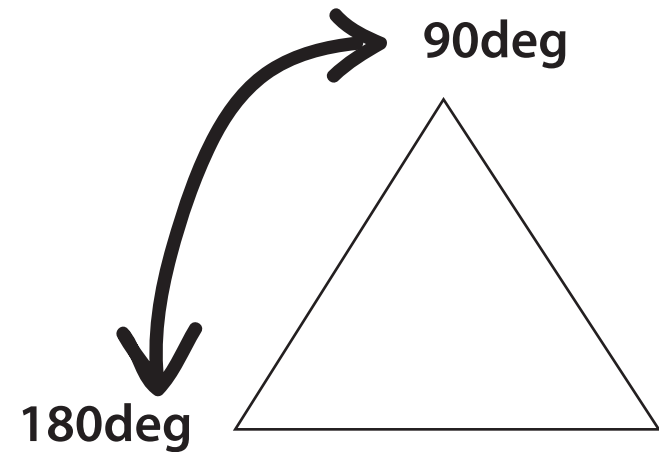


2D Game Collision



Make the player move  
v++  
v--

All game assets have a  
render function.

Math.Random ==> add a random asset into the game