PGSS – Programming Lab
Task 3 Detecting Collisions

You are going to combine the wrapping motion of one figure (of your choice) from Task2B with the bouncing motion of another figure (again of your choice) from Task2C and detect collisions between the two figures. This will serve the basis of a first computer game for many of you.

____ You can start with either Task2B or Task2C and make a copy of it named Task3.

____ You may want to rename the variables in this program to reflect which object uses them.

____ Copy and paste the variables from the other file.

____ Copy and paste the code (not the void stuff), function by function from the other motion file into this one. You should comment your code so you know what each segment is doing. If you do this carefully, your program will run with one bouncing figure and one wrapping figure.

____ Add code to detect a collision between the moving objects and "animate" this collision in some manner.

Working ahead: add scoring and timing.
Really working ahead, find a way to avoid multiple hit counts for a single collision (explained in class).