Lesson 23: Collisions

Overview

Question of the Day: How can programmers build on abstractions to create further abstractions?

In this lesson, you will learn how to use the new collision blocks (collide, displace, bounce, and bounceOff) to make your sprite interact in new ways.

Vocabulary

- **Abstraction** - a simplified representation of something more complex. Abstractions allow you to hide details to help you manage complexity, focus on relevant concepts, and reason about problems at a higher level.

Introduced Code

- `setCollider(type, xOffset, yOffset, width/radius, height, rotationOffset)`
- `sprite.bounce(target)`
- `sprite.bounceOff(target)`
- `sprite.bounciness`
- `sprite.collide(target)`
- `sprite.displace(target)`

Levels

1 Code Prediction

2-5 Skill Building

2 3 4 5

6 Practice

7 Assessment

8 Challenges