COP 2930 - Introduction to Computing
pyGame Collision - Suggested Exercises

Objectives:
1. Practice using pyGame to determine if two objects collide.

In class you saw a demo of five bouncing balls, which utilize lists. For the first two exercises, edit that demo.

1) Whenever two balls intersect, remove both from the screen!

2) Whenever two balls intersect, replace both with a single larger ball with an area equal to the sums of the areas of the two intersecting balls.

For the last exercise, edit the demo shown of intersecting rectangles, as follows:

3) Randomly move the target rectangle once every second. Continue to count the number of intersections between the rectangle you control and the target rectangle. End the game loop after you hit the target rectangle 10 times.