

Collisions

- Same tile
 - Easy but unreliable
- Circles intersect
 - Centres less than total radius apart
 - Know radii
 - Know x dist between centres (xdiff)
 - Know y dist between centres (ydiff)
 - Pythagoras' Theorem: Collision if $Xdiff^2 + ydiff^2 < (r1+r2)^2$
- Rectangles intersect
 - Check the corners
 - Check x and separately
 - If B1 or B2 between A1 & A2
or A1 or A2 between B1 & B2

