Collision Detection

Make something happen when one Sprite collides with another.

Get Ready

You will need these components in your design screen:
- Canvas
- Sprite
- Button

Try These Blocks

HINT: To make your ladybug move by clicking buttons, check out the Movement cards.

What Does it Mean?

The LadyBugCollidedWith event is triggered when the Ladybug touches the Aphid. Then this will make the Aphid disappear.

Can you add multiple aphids? How about adding a sound every time the ladybug eats an aphid?