Collision Detection

Make something happen when one Sprite Collides with another.

Getting Ready
You will need the following components in your design screen:
* Canvas
* Sprite
* Button

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

```
when LadyBug . CollidedWith other
  do set Aphid . Visible to false
```

What does it mean?
The LadyBugCollidedWith event is Triggered when the Ladybug touches the Aphid. Then this will make the Aphid disappear.