

Lecture: 8-1

- Prerequisites for this lecture are: 7-1, 7-2 and 7-3.

Sprites and collisions

- you will need to save these images in the same directory as the code:
 - `gun.png` `<ball.png>`
 - `arrow.png` `<ball.png>`
 - `ball.png` `<ball.png>`

Sprites and collisions

- sprites are created and normally placed into a list
 - and referred to as a group
- you can then test for a collision between another sprite via:
 - ```
inter = spritecollide(foo, bar, dokill)
```
  - `inter` is a list of all sprites from list `bar` which have collided with the single sprite `foo`
  - the `dokill` parameter is either `True` or `False` and if it was `True` the `kill` method is called for every sprite in the list `inter`

## Sprites and collisions

- ```
for bomb in sprite.spritecollide(player, bombs, True):
    boom_sound.play()
```
- notice that this example tests whether a single sprite `player` has collided with any sprite in the `bombs` list

Managing collisions between two groups of sprites

- we can detect whether a collision occurs between two groups of sprites by using the following function:
- ```
groupcollide(list1, list2, dokill1, dokill2)
```
- this function returns a dictionary
  - each key in the dictionary is a sprite in `list1` and its value is a list of sprites from `list2` with which it has collided
  - the `dokill1`, `dokill2` arguments determine whether the `kill` method should be called in `list1` or `list2`

## Managing collisions between two groups of sprites

- ```
for alien in sprite.groupcollide.aliens, bullets, True, True):
    boom_sound.play()
    kills += 1
```
- the code checks for the collisions between bullets and all the aliens
- in this case we only loop over the dictionary keys
 - but we could loop over the `values()` or `items()`
 - if we wanted to do something to the specific shots that collided with aliens

Managing collisions between two groups of sprites

- if we did loop over the `values()` we would be looping through lists that contain sprites
- note that the same sprite may even appear more than once in these different loops, since the same `bullet` could have collided against multiple `aliens`