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Sep 14, 1999 Collision detection in 2D graphics is fairly straight-forward. You are normally trying to see whether two rectangular areas are in any way touching or

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especially when regarding computer games. Collision detection is an Figure 1. 2D grid. Collision Detection When checking for a collision,

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Official PS2 Magazine UK issue 10 The President of Rockstar Games but there is still work to be done on collision detection.

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This, however, is not all there is to say about 2D collision detection. Microsoft.Xna.Framework.Game { GraphicsDeviceManager graphics;

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so long as the resulting simulation is satisfying to the game players. Collision detection in physical simulation are most often a 2D rectangle or 3D cuboid,

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## **Basic collision detection in 2d part 1 | dev.mag**

This article originally appeared in Dev.Mag Issue 28, released in January 2009. Almost every video game needs to respond to objects touching each other in some sense

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It is written for beginners, new to the topic of geometrical 2D collision detection. There are plenty of illustrations and code examples which make it easy to

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