Collision Detection

Make something happen when one Sprite collides with another.

Display hidden components in Viewer

Screen1

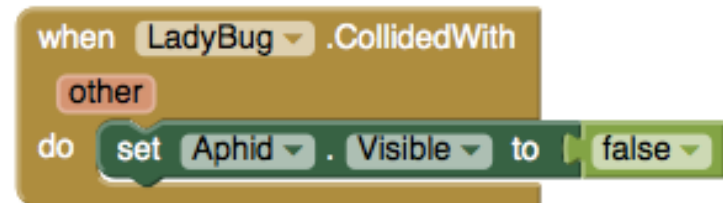Eat all the aphids as fast as you can!

Up

Left   Right

Down
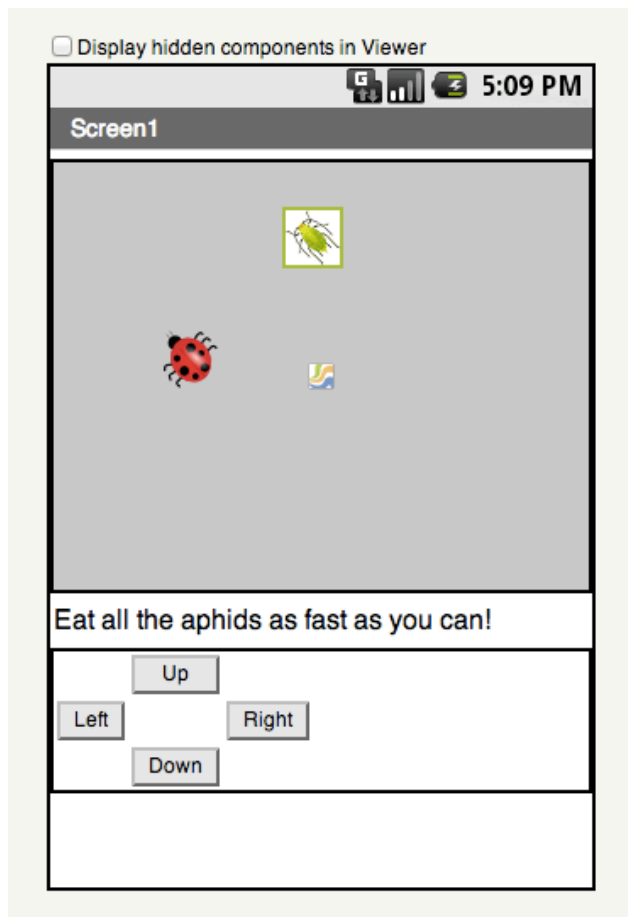
Get Ready

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.

```
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.

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