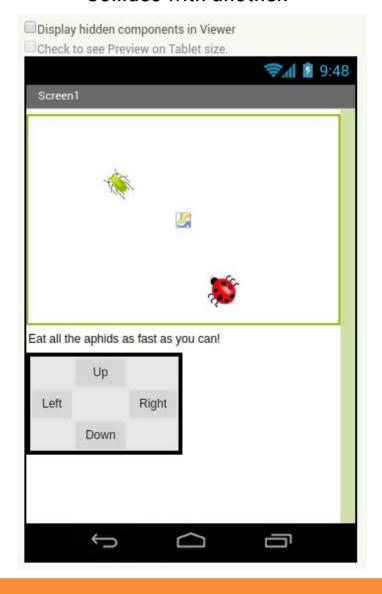# Collision Detection

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.

What does it mean?

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

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