Abstract

In a game, there is usually collision detection and a collision detection method that chosen can give effect on the efficient side of the game that can be seen from average FPS that is above 60 and computational time that can be seen from CPU usage under 50% and from the effective side can be seen from the amount of empty space that exists between boundary and real character that must be under 50%, and also the coverage area of a boundary must be 100%. In this bachelor thesis, will be used multiline collision detection method with various step between nodes. Besides proving the condition of computational time and FPS, and can conclude that the smallest step taken musn't always be the best multiline.

Keywords: collision, multiline, FPS, step, computation, empty space