

Programming 2d player movement



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6/6

$$\frac{5.25}{6} \frac{7}{8} \Delta \Delta$$

$$\frac{4.5}{6} \quad \frac{6}{8} \quad \Delta$$

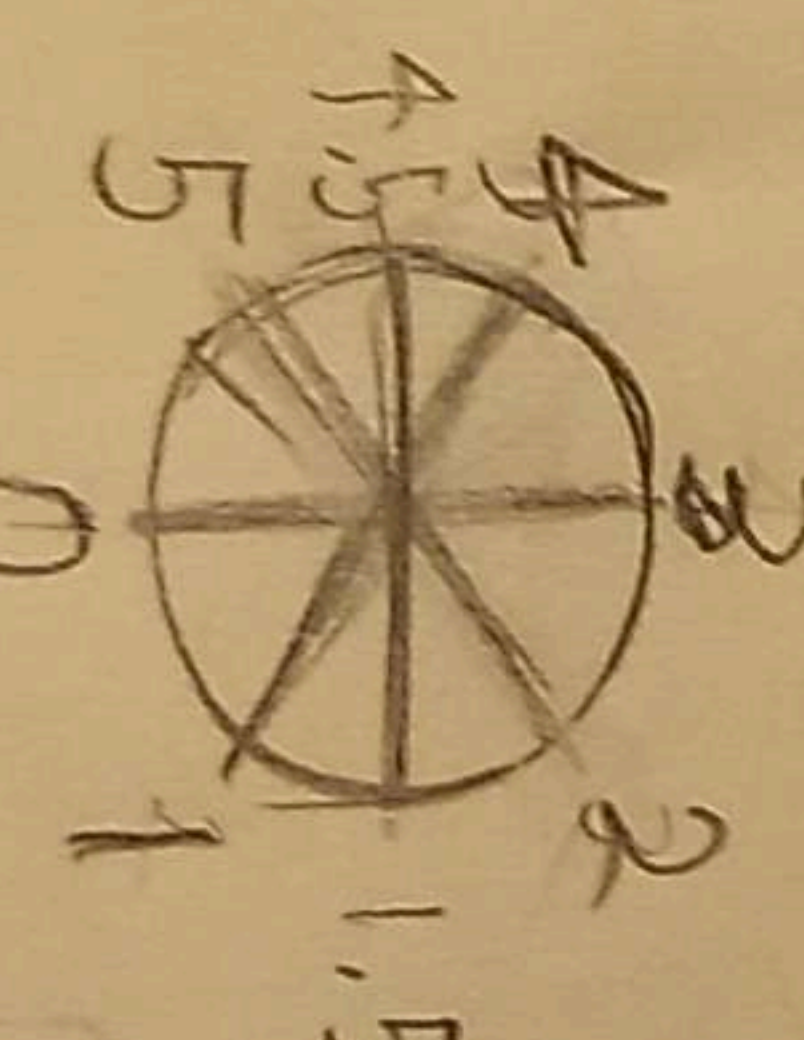
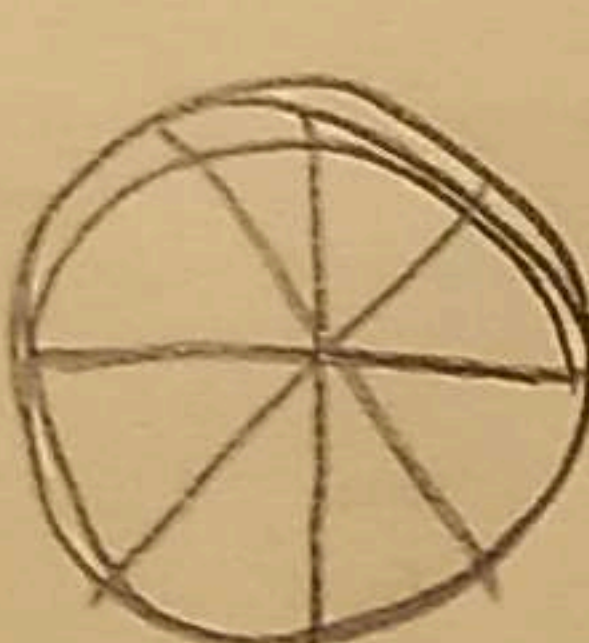
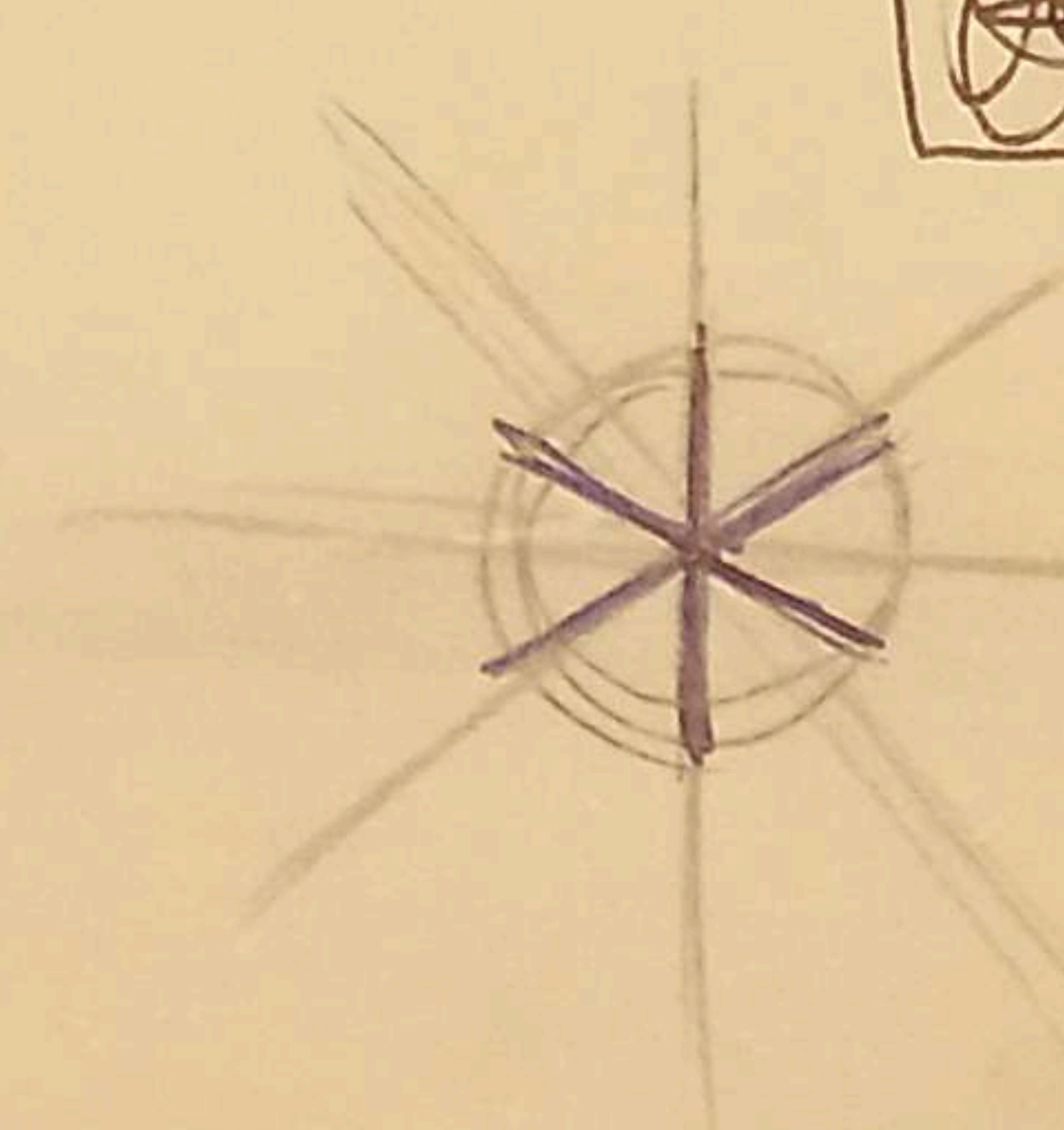
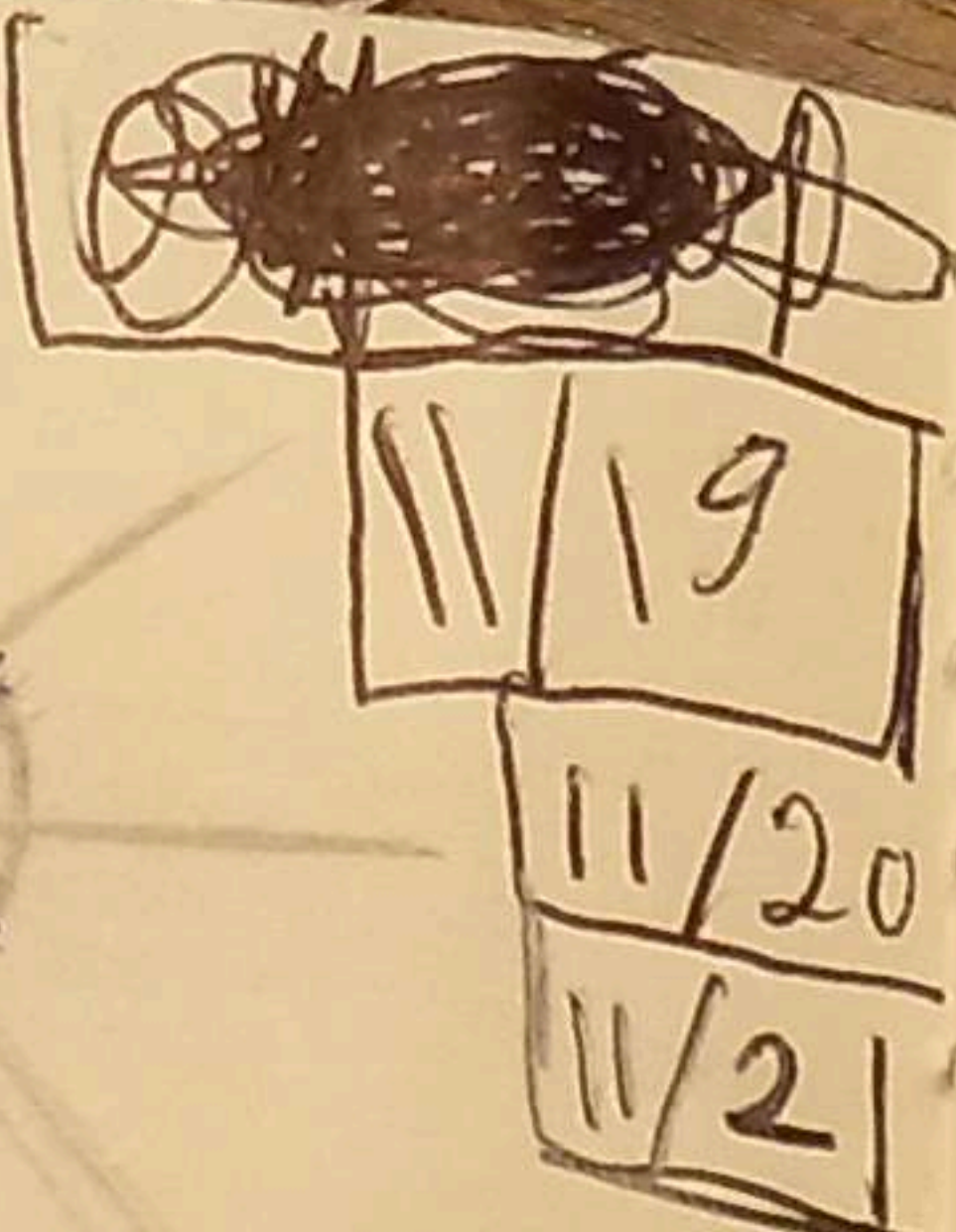
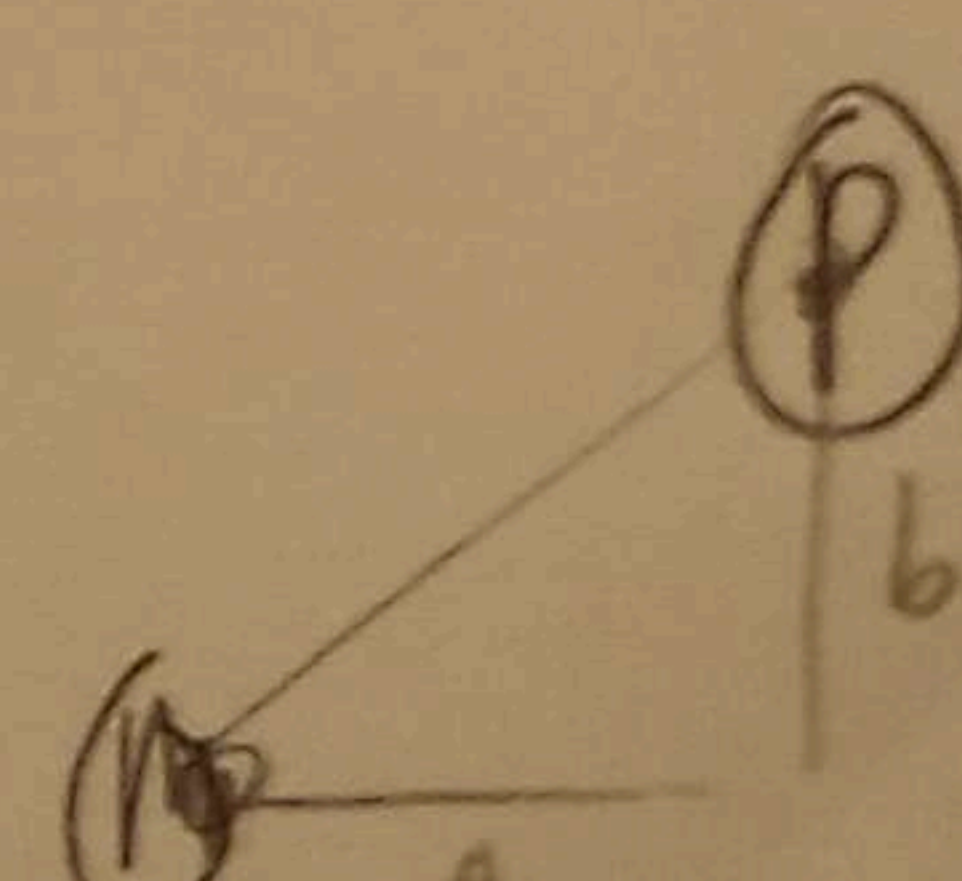
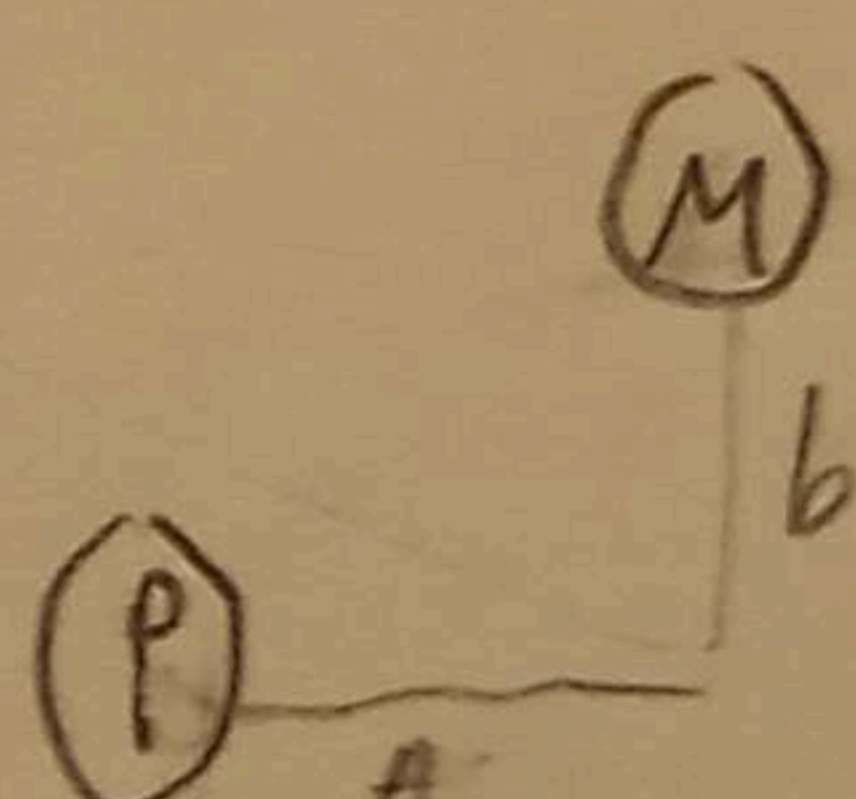
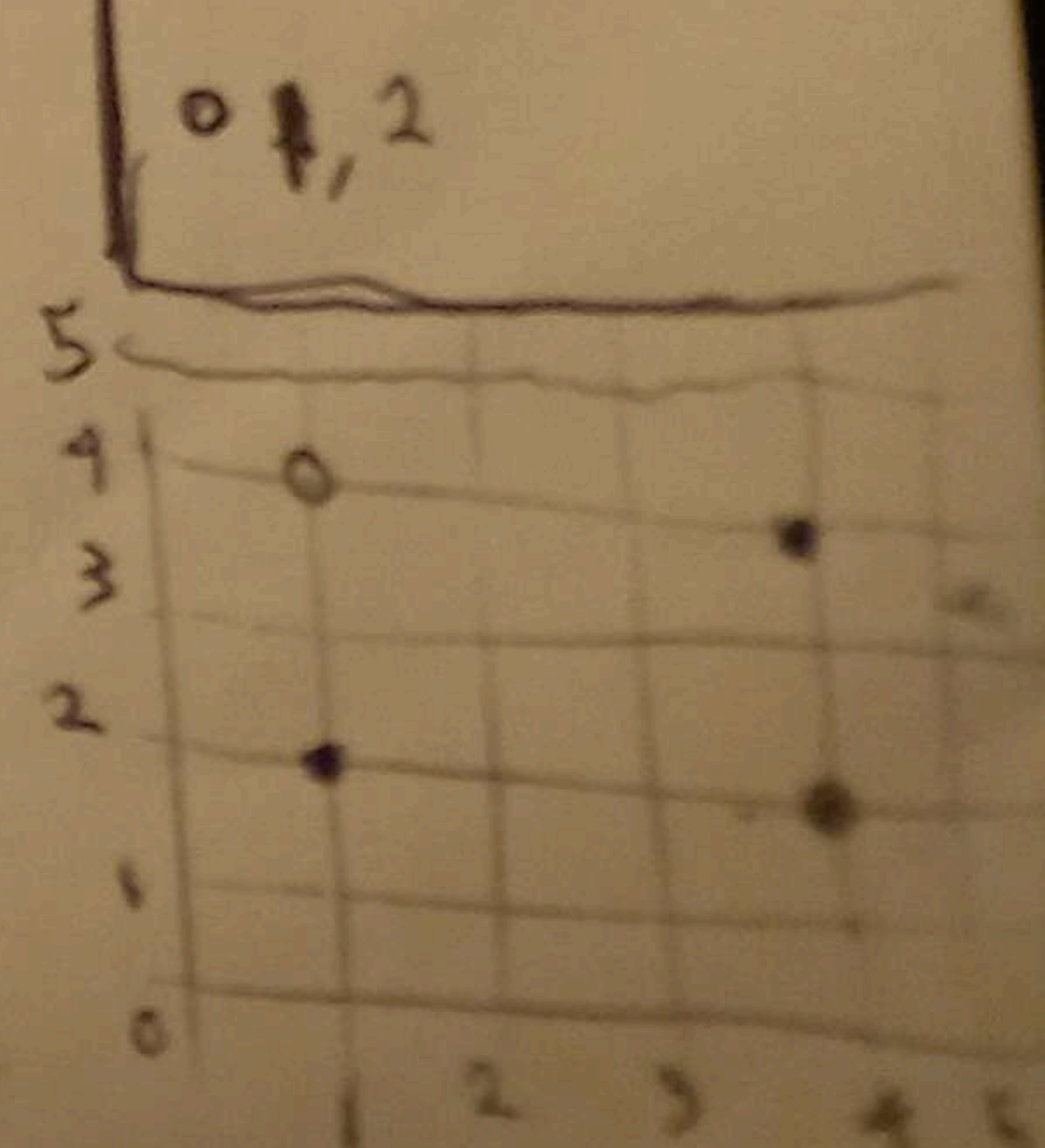
$$\begin{array}{r} 5/8 \\ 3.75/6 \\ \hline \end{array}$$

$$\frac{4}{8} \div \frac{3}{6} = \Delta$$

$$\frac{2.25}{3/8}$$

$$\frac{2}{8} = 1.5\%$$

$$\frac{1}{8} \quad 0.75/6 \quad 3.5$$



$$3 = 6 \div 2$$

$$6 = 3 \times 2$$

