Vector Game Notes

/\*int x = 0;

int y = 0;

Core::Input::GetMousePos(x, y);

vector2D direction = vector2D(x, y) - transform.position;

transform.position = transform.position + (direction.normalized() \* 200.0f) \* dt;

transform.rotation = (vector2D::GetAngle(direction) + Math::HalfPI) \* Math::RadiansToDegress;

\*/

//t = t + dt \* 5.0f;

//float ts = (sin(t) + 1.0f) \* 0.5f;

//transform.scale = (ts \* 5.0f) + 10.0f;

//transform.position = Math::Lerp(vector2D(400.0f, 400.0f), vector2D(400.0f, 100.0f), ts);