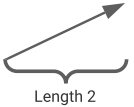
Move vector



In the given situation we move 2 lengths per frame.

at 60 FPS -> move is 2 x 60 = 120 units, dt = 16 ms
at 30 FPS -> move is 2 x 30 = 60 units, dt = 32 ms
at 15 FPS -> move is 2 x 15 = 30 units, dt = 64 ms

Consistent movement after multiplication by dt ->

at 60 FPS -> move is 2 x 60 x dt = 1920 units, dt = 16 ms
at 30 FPS -> move is 2 x 30 x dt = 1920 units, dt = 32 ms
at 15 FPS -> move is 2 x 15 x dt = 1920 units, dt = 64 ms