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\* Title : Endless Runner

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\* Date : xx/xx/xxxx

\* Description: Game goes on endlessly

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Rotate: macro

move.w \1,d3 ; x

move.w \2,d4 ; y

move.w \3,d1 ; a

bsr cosD1 ; d2 = cos(a)

move.w d3,d6 ; x

muls.w d2,d6 ; x \* cos(a)

move.w d4,d7 ; y

muls.w d2,d7 ; y \* cos(a)

bsr sinD1 ; d2 = sin(a)

muls.w d2,d4 ; y \* sin(a)

muls.w d2,d3 ; x \* sin(a)

sub.l d4,d6 ; x' \* $4000

add.l d3,d7 ; y' \* $4000

\* sin(a) and cos(a) are multiplied by $4000, shift left 2 bits to get word.word fixed point

asl.l #2,d6 ; x'

asl.l #2,d7 ; y'

endm

Character: ; X,Y verticies

\* -15 -5 5 15 (X)

\*-8 \_\_\_\_

\*-3 / \

\* 5 / \

\*16 \\_\_\_\_\_\_/

\*(Y) X, Y X, Y X, Y etc

dc.w -15,-8, -5,-8, -3,-3, 3,-3, 5,-8, 13,-8, 15,-3, 15,2, 13,7, 5,7, 3,2

dc.w -3,2, -5,7, -15,7, -13,2, -8,2, -8,-3, -13,-3, -15,-8

SHIP1\_END