1. Character Movement (Points and Vectors)

$\vec{v} = (x, y)$ GAMES

Position $P = (x, y)$ $P' = P + V$

$P' = (P_x + \vec{v}_x, P_y + \vec{v}_y)$

2. Character Movement (Substracting Vectors)

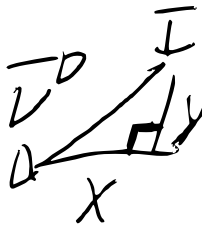
P

I Vector which moves I to P

$\Rightarrow \vec{v} = P - I$

$\vec{v} = (P_x - I_x, P_y - I_y)$

3. Character Movement (Vector Length)



$\vec{V} = (0, L) = (x, y)$

$a^2 = b^2 + c^2$ $\quad |\vec{V}|$