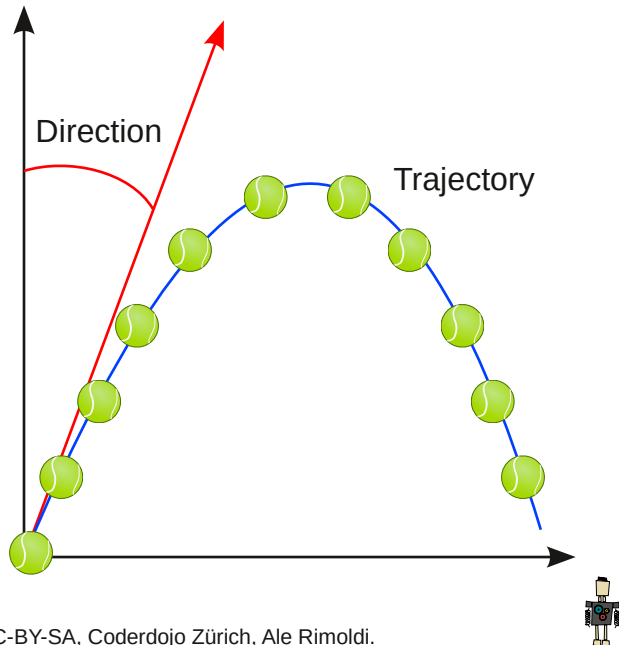


Trajectory & Gravity

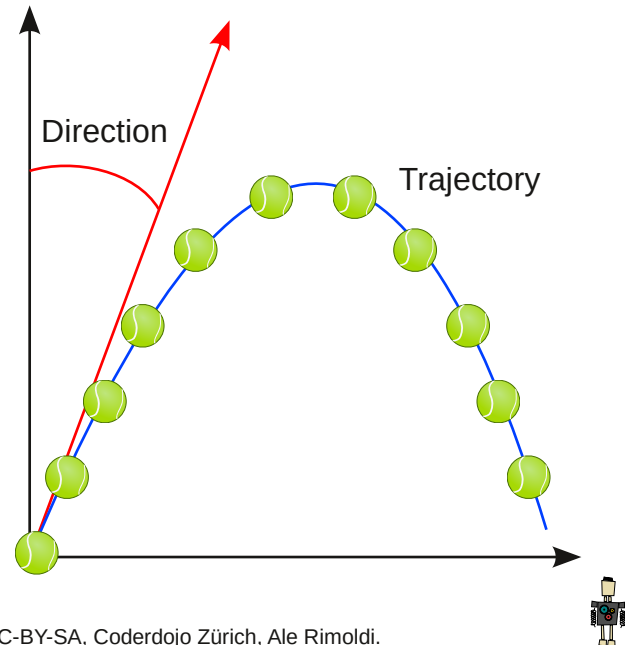
When you throw an object the gravity will pull it down...



CC-BY-SA, Coderdojo Zürich, Ale Rimoldi.

Trajectory & Gravity

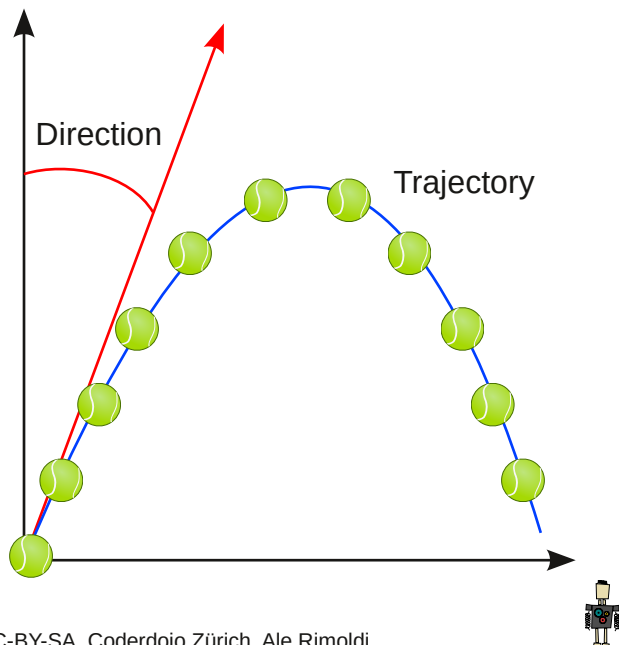
When you throw an object the gravity will pull it down...



CC-BY-SA, Coderdojo Zürich, Ale Rimoldi.

Trajectory & Gravity

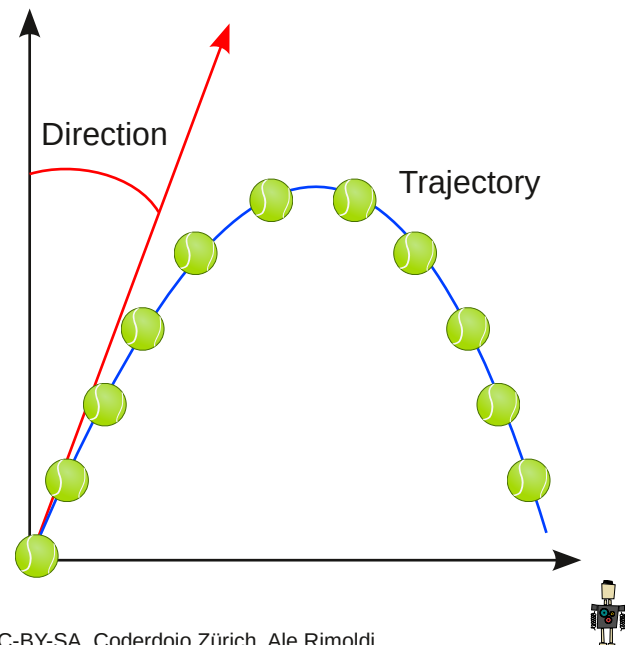
When you throw an object the gravity will pull it down...



CC-BY-SA, Coderdojo Zürich, Ale Rimoldi.

Trajectory & Gravity

When you throw an object the gravity will pull it down...



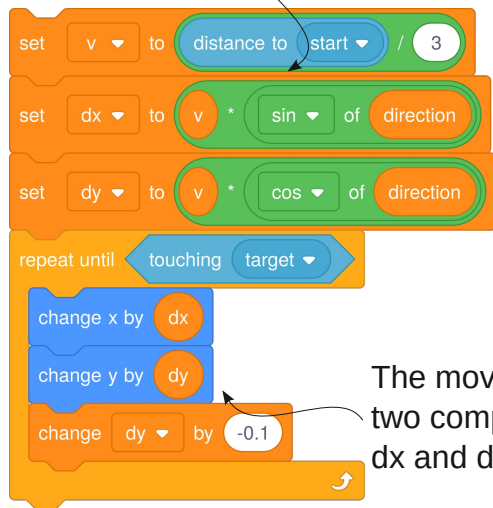
CC-BY-SA, Coderdojo Zürich, Ale Rimoldi.



Try this code

Set the v speed as usual. The direction is in degrees.

Use trigonometry to calculate the dx and dy movements



The movement has two components: dx and dy.

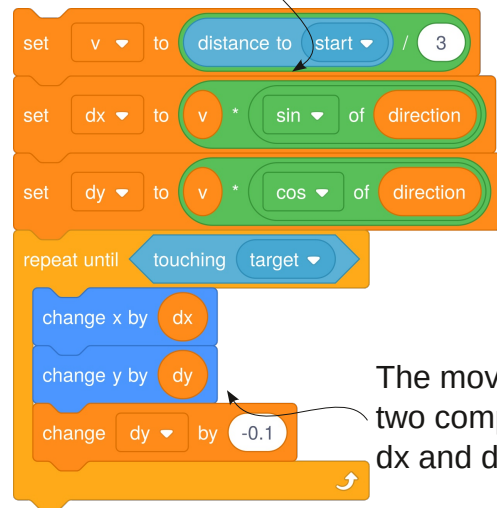
The "gravity" value: a bigger value will make the ball fall faster.



Try this code

Set the v speed as usual. The direction is in degrees.

Use trigonometry to calculate the dx and dy movements



The movement has two components: dx and dy.

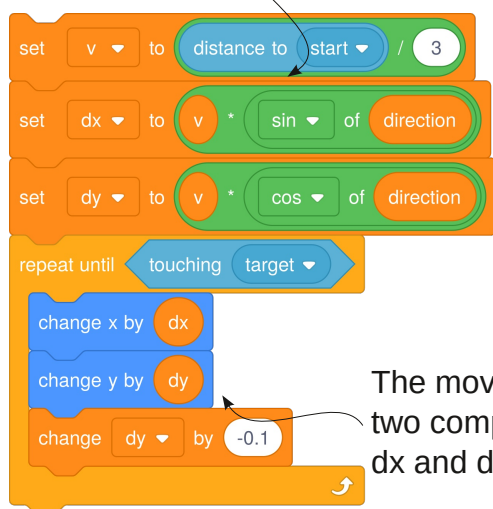
The "gravity" value: a bigger value will make the ball fall faster.



Try this code

Set the v speed as usual. The direction is in degrees.

Use trigonometry to calculate the dx and dy movements



The movement has two components: dx and dy.

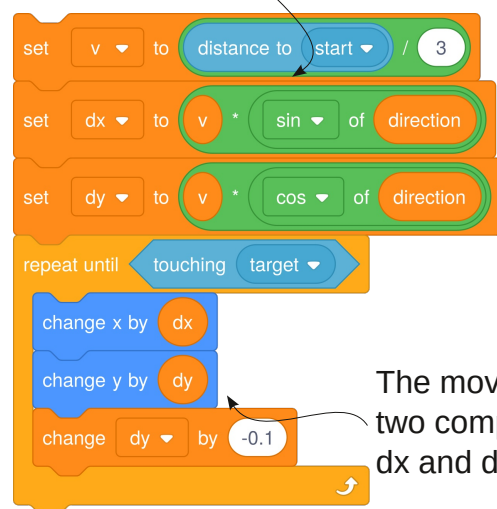
The "gravity" value: a bigger value will make the ball fall faster.



Try this code

Set the v speed as usual. The direction is in degrees.

Use trigonometry to calculate the dx and dy movements



The movement has two components: dx and dy.

The "gravity" value: a bigger value will make the ball fall faster.