**Ah My 2 Legs: Pseudocode**

Slingshot Script  
**General info:**  
If player holds down mouse 1 and is within a certain range of player character. Then locate its position relative to the player character (rotation on the ‘Z’ axis).

Then calculate distance between mouse cursor and player, then draw a line from the center of the player to the cursor.

When player lets go of mouse 1, check if cursor is still within range of player.   
If it is, take the distance between mouse cursor and player, and add it to the following calculation.

measuredDistance \* velocityModifier == addedVelocity.

Then take ‘addedVelocity’ and apply force to player character in the direction of the cursor, as the mouse 1 button was let go.  
  
  
**Pseudocode:**

-Mouse clicks & holds at point relative to player  
-Get position of mouse cursor relative to player  
-Draw line from cursor to player  
-Calculate distance between center of player and mouse cursor  
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-Mouse isn’t held down, take last position of mouse when held  
-Convert mouse cursor prior position into angle from player on ‘Z’ axis  
-Apply force to player character in direction of mouse cursors angle from player  
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-Applied force calculation is:  
-measuredDistance \* velocityModifier == addedVelocity  
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-If mouse exceeds distance limit from player, line draw will be turned red, and no effect when mouse is no longer held down  
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