Angry Birds Clone – Pseudo-code for movement of bird along a curved trajectory

1. Get user click position
2. Get Bird Position
3. Get Slingshot position
4. User release mouse
5. Calculate vector of difference between bird position and slingshot position
6. Apply difference vector to bird direction vector
7. Move bird along bird direction vector
8. Add gravity value to bird direction vector
9. Increment gravity value over time until bird is removed