+ sprites + get()?

daba

Arrow

aerodynamic mass posibion eigenvector updase()

Bow

bowfactor effectfactor mass drawback

Draw ()

World

Objects[]

index_Target

Collision Check ()

struct Object pos

type

hitbox

Turbulens/laminellt? (atmosphere) (space)

Draw: Fx e

Arrow: $V = \left(\frac{F_{\times} e}{m_p + c m_b}\right)^{1/2}$