**Psuedocode for movement of the bird along a curved trajectory**

1. Get users first click and hold
2. Get the players release of the mouse
3. Take the first player click minus the position of the release of mouse 1
4. Divide this value by 100
5. Set this value to a vector
6. Normalise the vector
7. Get the x position of the bird
8. Times the x position of the bird by the vectors x value
9. Times the x position by the speed of the bird
10. Times the x position by delta time
11. Update the birds x position
12. Get the y position of the bird
13. Times the y position of the bird by the vectors x value
14. Times the y position by the speed of the bird
15. Times the y position by delta time
16. Update the birds y position
17. Set a gravity value
18. Times the gravity value by delta time and the birds y position
19. Update the birds y position