For the movement of the AI to make it behave the way intended and to get the AI to move at the right speed compared to the target this function was created. This is the same as the normal distribution in NPC Boat Behaviour 1. However takes the the normal distribution of either 3/2 pi or ½ pi depending on the side and puts the value in of TP which is angle of source to player. This is later on used like before to be able to rather than work out angle to work out speed of which the AI wants to go at.