

Pseudocode for Movement in an AngryBirds Style Game

The following code will allow for the birds to fired, but will return them to their initial position if they are too close to the firing origin.

FUNCTION FIRING

```
IF CLICK IS HELD
    MOVE BIRD TO CURSOR
    IF NEAR SLINGSHOT ANCHOR
        BIRD POSITION = SLINGSHOT ANCHOR
    ELSE
        SET FIRED TO TRUE
        RETURN NEGATIVE DISTANCE TO ANCHOR
```

The following movement code will allow for a curved movement in a very simple way. The birds will move in the x axis at a constant rate and the value in which they move in the y axis will be constantly offset by gravity value that will be multiplied by the delta time.

FUNCTION MOVEMENT

```
OBJECT Y MOVE = OBJECT Y MOVE – GRAVITY VALUE * DELTATIME
OBJECT Y POSTION = OBJECT Y POSTION + OBJECT Y MOVE
OBJECT X POSITION = OBJECT X POSITION + OBJECT X MOVE
```