Game bullet code

var bulletSpeed = 5;

var bullets = [];

function shoot(){

var direction = new Point();

direction.x = target.x - player.x;

direction.y = target.y - player.y);

//Normalize

var length = Math.sqrt( direction.x\*direction.x + direction.y\*direction.y);

direction.x/=length;

direction.y/=length;

var bullet = new Sprite();

bullet.direction = direction;

bullets.push(bulllet);

app.stage.addChild(bullet);

}

function animate(){

for( var i = 0; i < bullets.length; i++){

bullet.x += bullet.direction.x\*bulletSpeed;

bullet.y += bullet.direction.y\*bulletSpeed;

//Hit detection here

}

}