Munch! Movement to Click Trigonometry
GAME2050 Game Programming I

Click!

mouseX , mouseY

rotation = ?
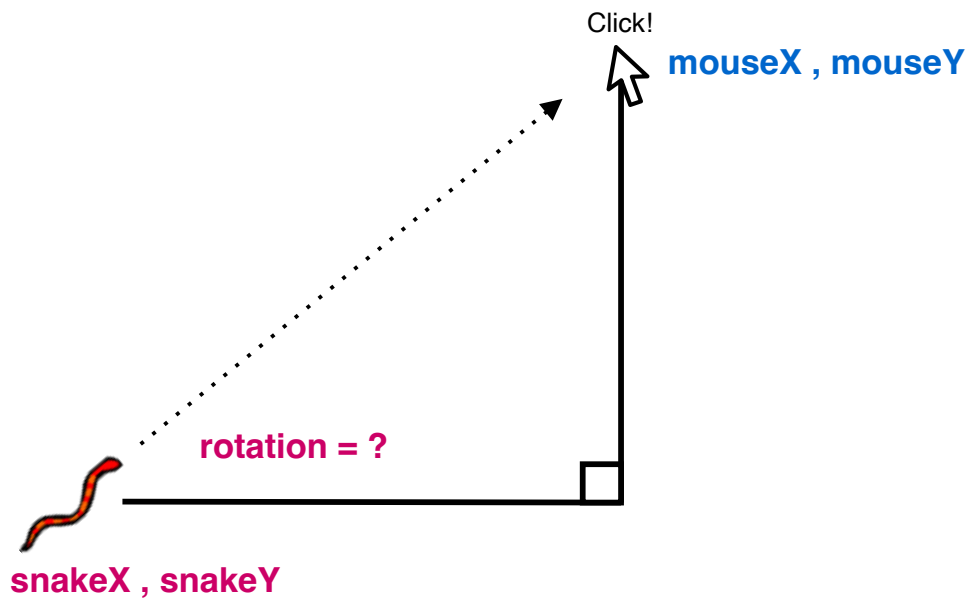
snakeX , snakeY

What do we know?
x and y of the snake sprite (snakeX, snakeY)
x and y of mouse click (mouseX, mouseY)

What do we need to find out?
The rotation of the snake sprite to point towards the mouse click. Once we set the rotation, snake will move in that direction towards the mouse click.

Solution : Use right angle trigonometry to find rotation:
rotation = arctan((mouseY - snakeY) , (mouseX - snakeX))

* Note that rotation is in radians, not degrees