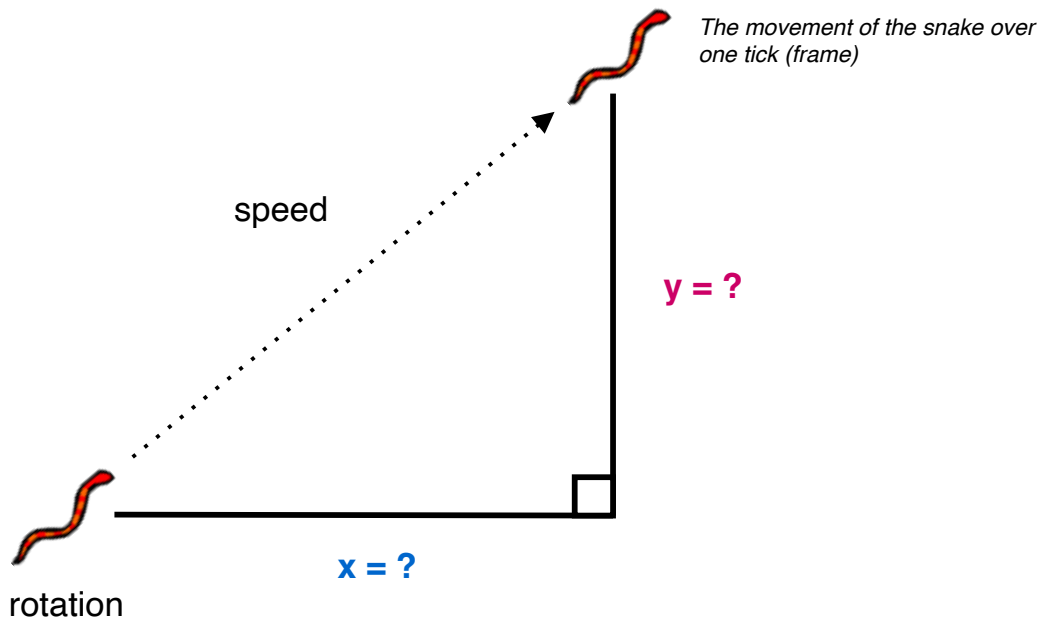


Munch! Diagonal Movement Trigonometry

GAME2050 Game Programming I



What do we know?

The rotation of the snake sprite

The distance the snake sprite is to move over a tick (right angle hypotenuse)

What do we need to find out?

The x and y displacement for the snake sprite in order to move it

Solution : Use right angle trigonometry to find x and y:

$$x = \cos(\text{rotation}) * \text{speed}$$

$$y = \sin(\text{rotation}) * \text{speed}$$

* Note that rotation must be in radians, not degrees