dist-distance

r - radius

α – the angle between the particle and the direction of motion of the pointer

dist2=x2+y2

force = r / dist2

If dist < r then velocity appears:

vx = force \* cos(α)

and

vy = force \* sin(α)

But!

If we want the particle to return to its original location, we need “gravity force”.

vx = vx \* gravity

Well, next find new position with x and y:

x = vx + (originalX – x) \* ease, and y – accordingly.

where “ease” is coefficient that reduces the rate of the particle return!