

# SPACE WAR

WORK SHEET

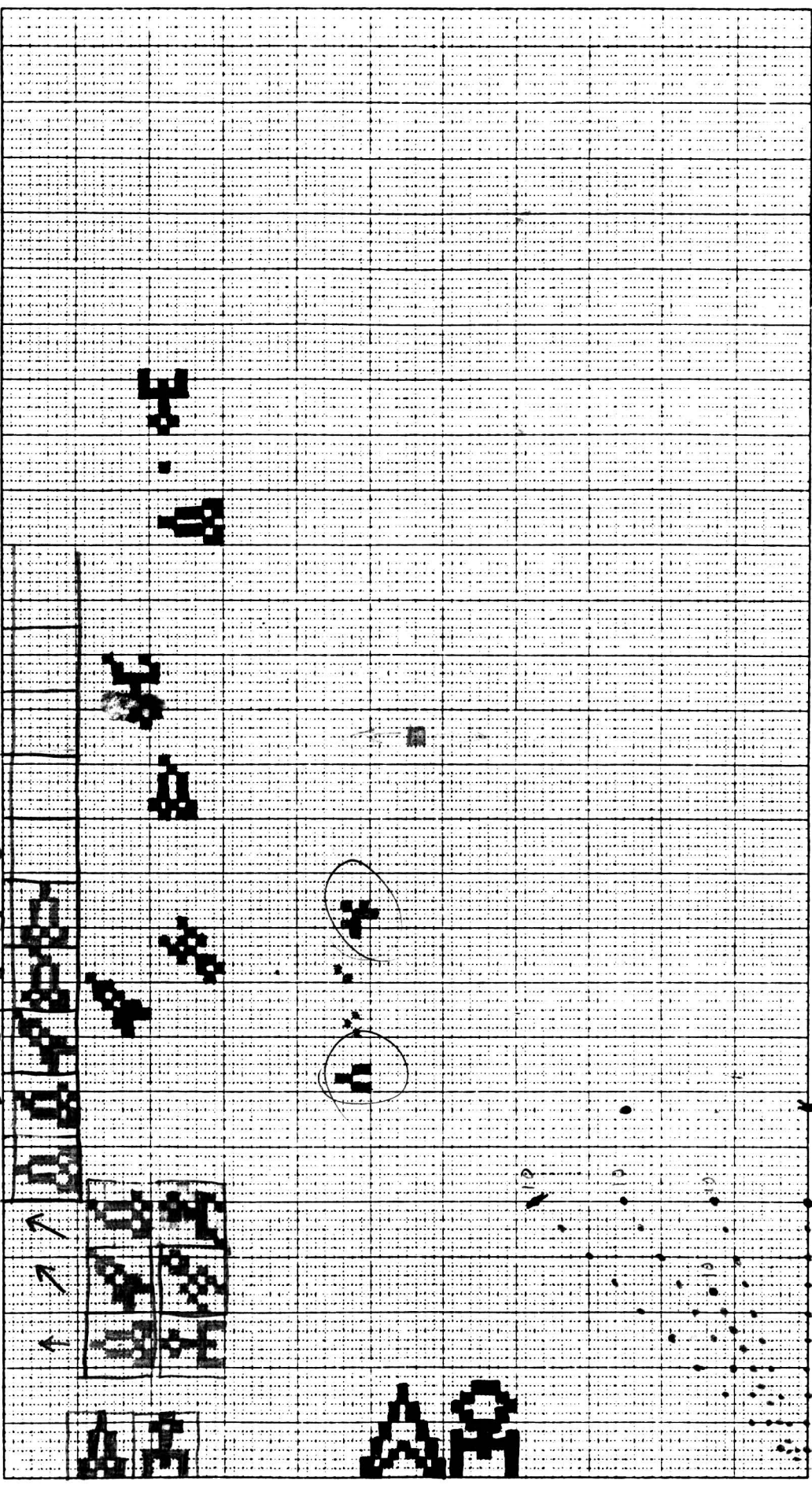
BATTLE STATE

64 bits per ship  
four ships

Character Number  
CX Value

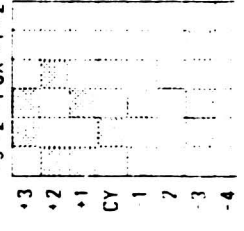
one ship per line

1 40 2 32 3 24 4 16 5 8 6 0 7 -8 8 -16 9 -24 10 -32 11 -40



Line Number  
CY Value

-3 -2 -1CX +1 +2



This grid can also be used for drawing lines by using the "coarse" CX and CY values then adding or subtracting the needed amount to position the line exactly as you want it. Use the example cell to the right.

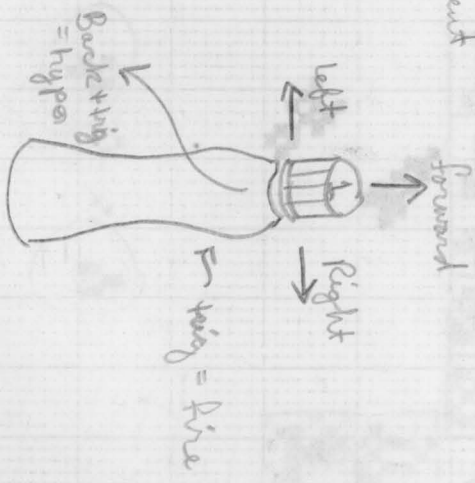
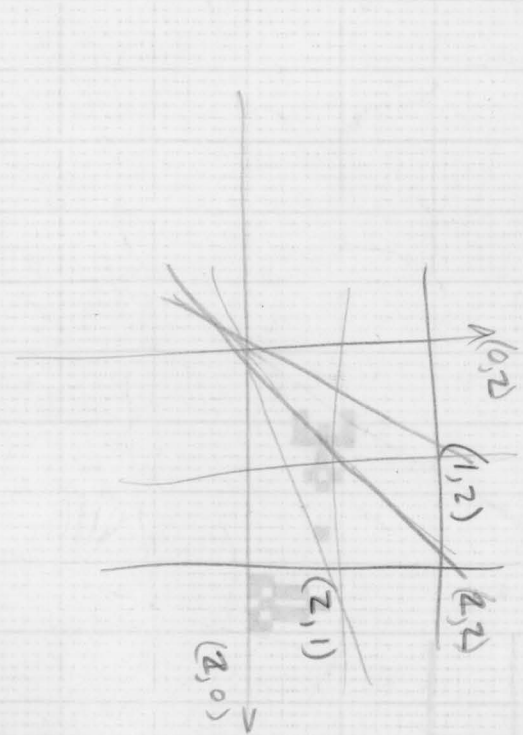
This example cell is shown 2.5 times scale size.

Notice that no pixels are used along the right and bottom border.

EXERCISES

# Vectoring from a point

for firing and for movement



the object will be moving at 50 units per second



most people will have a hard time with this

EXERCISES

EXERCISES

EXERCISES

EXERCISES