Projectile Motion

Split up the motion into x and y directions

Motion in the x direction follows the Constant Velocity models

In the X direction:

Position	xi, xf
Velocity	vix = vfx

Motion in the y direction follows the Constant Acceleration models

In the Y direction

Position	yi, yf
Velocity	viy, vfy

a is acceleration due to gravity

$a = -9.8\ m/s^2$

Time (t) is the same for both x and y