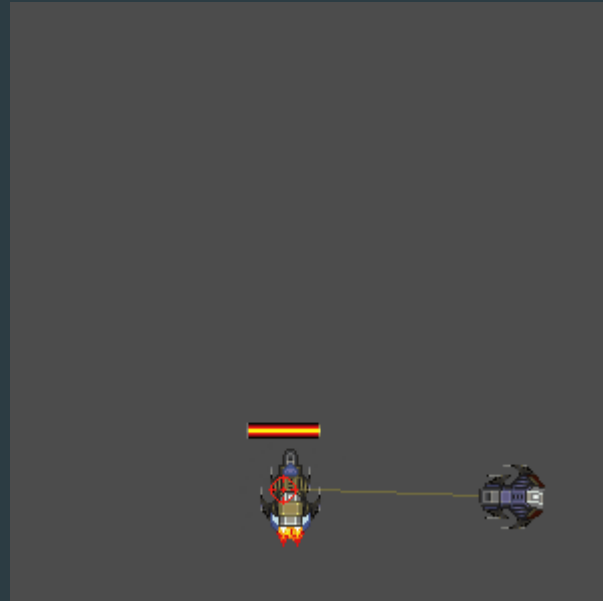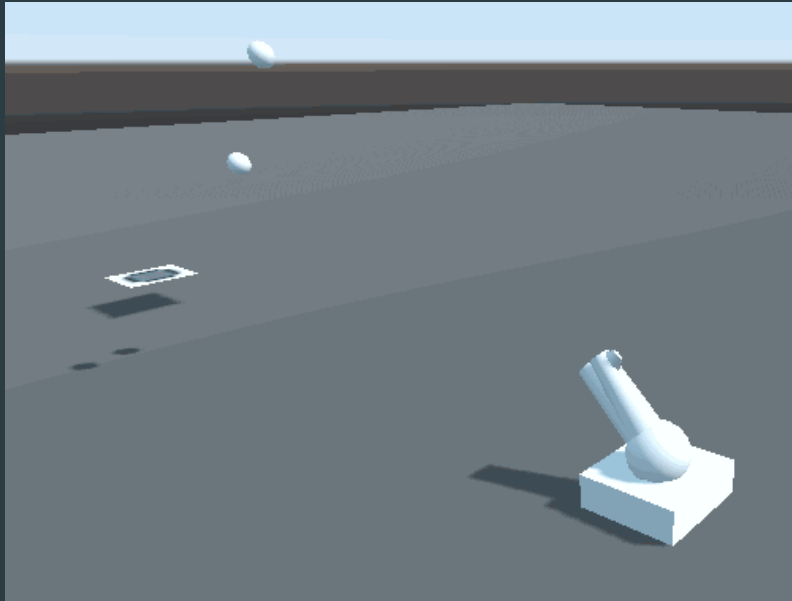# Projectile Motion

Leszek Nowak

Faculty of Physics, Astronomy and Applied Computer Science

Jagiellonian University

Finding ballistic solution and target leading

Finding ballistic solution and target leading

▶ Równanie kwadratowe:

$$ay^2 + by + c = 0, \qquad y = \frac{-b \ \pm \sqrt{b^2 - 4ac}}{2a}, \qquad \Delta = b^2 - 4ac$$

▶ Równanie ruchu:

$$S = \frac{1}{2}at^2 + V_0 t + S_0, \qquad V = V_0 + at$$

Read those:

www.forrestthewoods.com/blog/solving_ballistic_trajectories

http://www.gamasutra.com/blogs/KainShin/20090515/83954/
Predictive_Aim_Mathematics_for_AI_Targeting.php

//