```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class TrajectoryScript : MonoBehaviour
{
    private LineRenderer lineRenderer;
    private void Start()
    {
        lineRenderer = GetComponent<LineRenderer>();
    }
    public void ShowTrajectory(Vector3 origin, Vector3 speed)
    {
        Vector3[] points = new Vector3[100];
        lineRenderer.positionCount = points.Length;
        for (int i = 0; i < points.Length; i++)
        {
            float time = i * 0.1f;

            points[i] = origin + speed *
time+Physics.gravity*time*time/2f;
            if(points[i].z>5)
            {
                lineRenderer.positionCount = i + 1;
                break;

            }
        }

        lineRenderer.SetPositions(points);
    }


}
```