Projectile Motion Simulator

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Description:
This Python script simulates projectile motion using *NumPy*, accepts command-line inputs for velocity (`--velocity`), angle (`--angle`), and time increments (`--timeplots`), plots the trajectory with *Matplotlib*, and logs steps to `projectile_motion.log`

Kinematic Equations:
This simulation uses the following equations:

$$x(t) = v_0 \cos(\theta) t \tag{1}$$

$$y(t) = v_0 \sin(\theta) t - \frac{1}{2} g t^2 \tag{2}$$

where v_0 is initial velocity (m/s), θ is launch angle (degrees), $g = 9.81\,\mathrm{m/s^2}$ is gravity, and t is time (s).

Usage:
Run with defaults: `python(3) projectile.py --velocity 15 --angle 30 --timeplots 100`.