Functions:

All functions are self-sufficient and do not require any non-standard library helpers to complete their tasks

- birdPicker():
    - Function to allow the user to pick which bird they want to play with (Changes color of circle drawn to represent bird in the actual drawing)
    - Returns user input in form of integer
- planetPicker():
    - Function to allow the user to pick which planet they want to play on
    - Returns user input in form of integer
- birdsPlot(trajectory x values, trajectory y values, target location, bird type, location of impact, yes/no hit):
    - Function that plots the trajectory of the bird, the pig, and if the bird hit the pig
- getGuesses():
    - Function to get the users guesses as to the angle of launch, and the initial velocity
    - Returns tuple of user input in form of (initial velocity, angle of launch)
- hit(trajectory x values, trajectory y values, target location) :
    - Function to determine if the pig has been hit
    - Returns tuple of (location of impact/final position, hit/not hit)
- trajectory(gravity value, initial velocity guess, angle of launch guess):
    - Function that computes the trajectory of the bird
    - Returns tuple of (trajectory x values, trajectory y values)

Variables:

- hitZone: The point at which the pig was determined to be hit at
- impact: Boolean holding the value of whether the pig has been hit