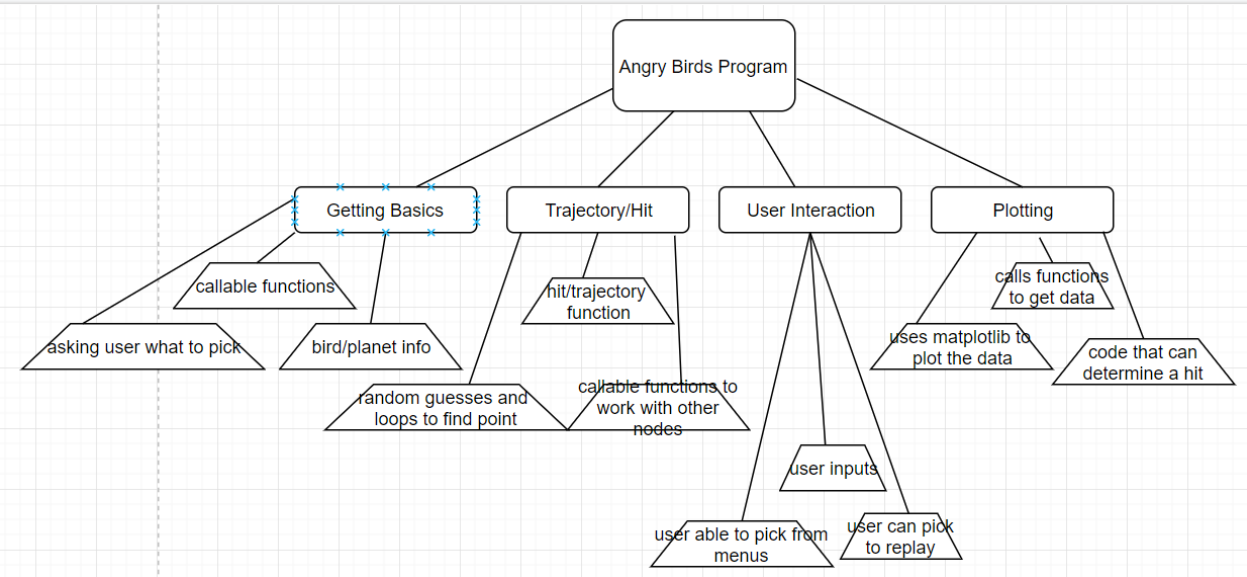
Functions and info:

- def get_basics():"""Takes user selections for active bird and planet. Returns (bird, planet). 'Bird' includes name, color and size. 'Planet' includes name and gravity. """ returns the choice of bird and planet uses the get planet and get bird functions
- def trajectory_y(x, g, vo, angle): """Returns (y-value) of the trajectory for a given x-value, gravity, initial velocity, and angle."""" Returns the value of the function of x works with hit function
- def bird_picker(): ask user to pick bird from menu but doesn't determine its size yet(needed) returns choice of bird uses the users input
- def planet_picker(): ask user to pick a planet from the menu and returns planet's gravity to be used in calculating trajectory returns users choice of planet this function is a planet menu and uses user input as parameter
- def get_guesses():# ask user for velocity and angle used in the trajectory function returns users guess of angle and velocity uses the user input in calculations
- def trajectory(g, v_guess, theta_guess): determines the birds trajectory and returns bird's x and y value uses the trajectory functions
- def hit(x, y, pig):# determines whether bird hit or not returns whther or not a hit is made
- def birds_plot(x, y, target, bird,ax=None): this function plots data it returns a graph uses trajectory and hit functions


Angry Birds Program
Getting Basics
Trajectory/Hit
User Interaction
Plotting
callable functions
asking user what to pick
bird/planet info
hit/trajectory function
random guesses and loops to find point
callable functions to work with other nodes
user inputs
user able to pick from menus
user can pick to replay
calls functions to get data
uses matplotlib to plot the data
code that can determine a hit