**Frisbee Project**

1. <https://scholarcommons.usf.edu/cgi/viewcontent.cgi?referer=https://www.google.ca/&httpsredir=1&article=4817&context=ujmm>
2. <http://scripts.mit.edu/~womens-ult/frisbee_physics.pdf>
3. <https://drjohnstechtalk.com/trajFrisbee/>
4. <http://www.cs.cmu.edu/afs/cs/academic/class/16741-s07/www/sample_projects/spurushw_report.pdf>
5. <https://www.scientificamerican.com/article/bring-science-home-frisbee-aerodynamics/>

**Factors:**

* Position x and y
* Velocity x and y
* Lift (what keeps the Frisbee airborne)
* Angle of attack
* Angle of velocity
* Angle of frisbee
* Drag (wind resistance)
* Gravity
* Air density (constant)
* Area of the frisbee

**Goal:**

Play with numerical variables so that the Frisbee is thrown down but goes up after.

**Angle:**

Angle of velocity

Angle of the Frisbee

Angle of attack (difference between the two)