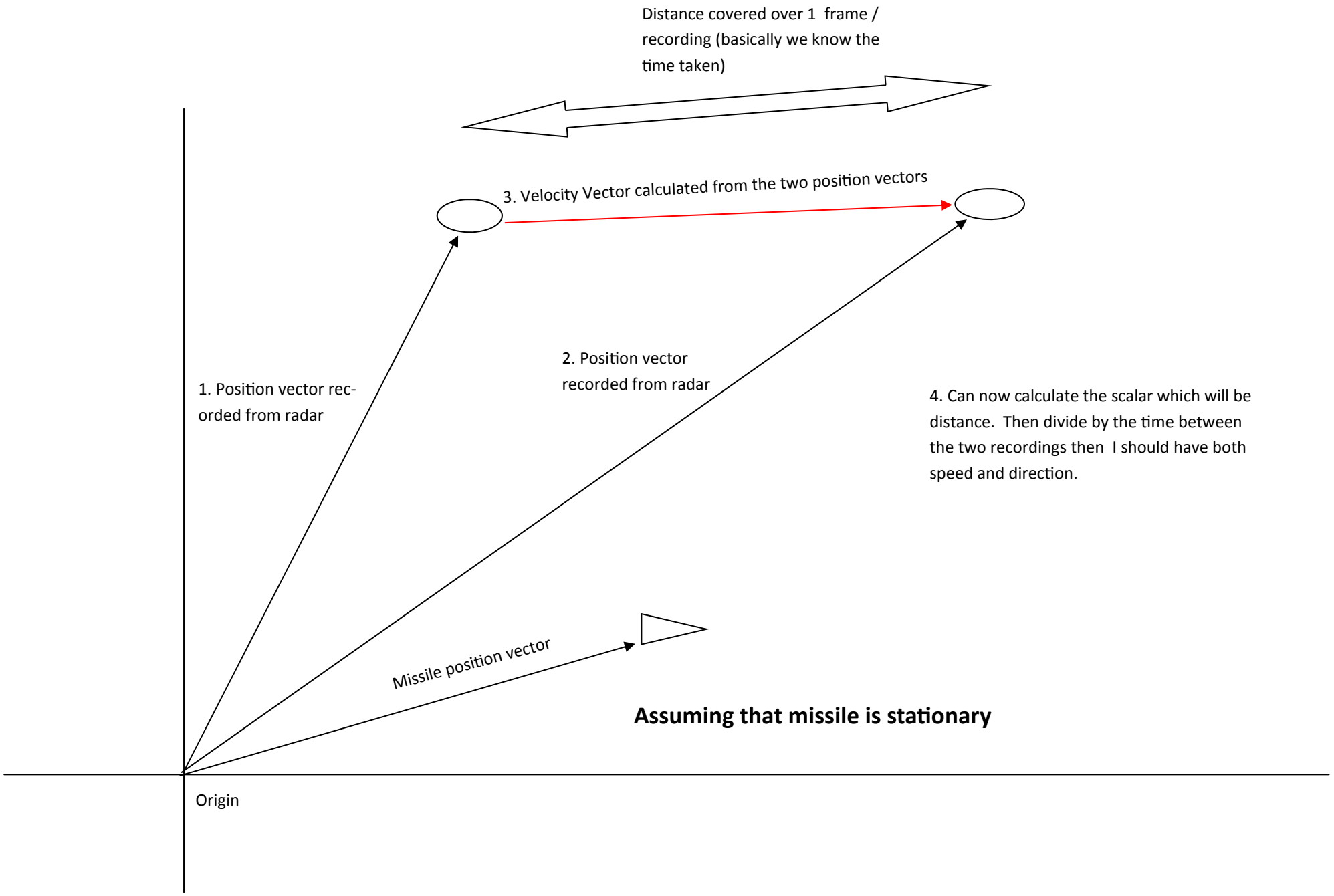
Distance covered over 1 frame / recording (basically we know the time taken)
3. Velocity Vector calculated from the two position vectors
1. Position vector recorded from radar
2. Position vector recorded from radar
4. Can now calculate the scalar which will be distance. Then divide by the time between the two recordings then I should have both speed and direction.
Missile position vector
Assuming that missile is stationary
Origin