



Physics of Angry Birds

Does the Physics of Angry Birds equate to Real-World Physics?

In attempting to answer the question above you may like to consider the following questions:

Does the Red Angry Bird have constant vertical acceleration?

Does the Red Angry Bird have constant horizontal velocity?

Does the Yellow Bird exhibit the same properties as the Red Bird?

What forces are acting on the Angry Birds?

Making a reasonable estimate for the size of an Angry Bird and determine the value of 'g' in the Angry Birds world?

If 'g' is different to the real world why would the game designers want this to be the case?

Does the White Angry Bird conserve momentum when it drops it's bomb?

Does the Angry Birds world take into account air resistance?

Describe in detail how the Yellow Angry Bird changes velocity?

How does the Green Angry Bird work?

Is the launch speed in Angry Birds constant?

Does the launch speed depend on the angle?

Does the Blue Angry Bird conserve momentum when it splits into three?

