You should be able to:
1.   Decompose vectors into perpendicular components.
2.   Add vectors both at right angles and otherwise by using step 1.
3.   Interpret a graph to determine distance, displacement, speed, velocity and acceleration.
4.   Use Galileo's BIG THREE to calculate time, displacement, velocity and acceleration.
5.   Solve for time in air, horizontal displacement and vertical displacement of projectiles.