**Timeline:**

* Week 1
  + Be able to move freely in 360 degrees while on foot.
  + Be able to jump.
  + Be able to throw data disk
* Week 2
  + Be able to instantly transition from on-foot to the light cycle.
  + Be able to accelerate and decelerate the light cycle.
  + When the light cycle decelerates to a certain threshold, the player leaves the light cycle and goes on foot.
* Week 3
  + Be able to steer at 90 degrees immediately.
  + Be able to steer at a gradual angle.
  + Be able to toggle the light wall trail.
* Week 4
  + Be able to cause collisions from light wall trails.
  + Be able to safely transition onto smooth surfaces in the light cycle