## Programming Details:

Hook physics

apply force towards the hook to rotate player around hook;

essentially remove all vel component going away from hook

and match the vel component going away from hook

get parallel and perpendicular components of the player:

negate the parallel comp if it is going away from the hook

make the vel towards the line >= to the perpendicular vel component

Level generation:

Each tile width 50, height 100

Level has wall on left side where camera and player cant get past

Level has trigger on right side that triggers new level generation.

Level has length of 10 tiles, wall is on left of first one, trigger is right of 6th one

Level made up of a series of tiles, as plyer passes through line trigger on right side:

As the player passes certain triggers, spawn the next block ahead

New tile is spawned in front, and all tiles and player are moved back by the length of the tile.

How to generate tile:

Tile prefab with background component, and foreground building

Background is jpeg

Building is has a chance to be windowed or not

Block extends from one side and stops after x length

If windowed:

one a window block of y length is added

a block then continues after the window for a while

get block len

get build dir

gen block x height in build dir

if rand < window chance:

gen wind block of y height in build dir starting from x

gen block of z height in build dir from x+y dist