## 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.