Week 1 ~ 3/13 – 3/19

* Platformer basics
* Grappling hook basics

Week 2 ~ 3/20 – 3/26

* make player better : GOOD now
* grappling hook finalize
  + shoot a projectile (bound by gravity)
  + just draw the dang chain
  + allow the player to move with it

Week 3 ~ 3/27 – 4/2

* + maske the chain wiggly

Week 4 ~ 4/3 – 4/9

Week 5 ~ 4/10 – 4/16

Week 6 ~ 4/3 – 4/9

Week 7 ~ 4/10 – 4/16