11.15.14

* Researching vectors, velocity, movement and acceleration (Nature of Code)
* Begin watching Shiffman videos
  + <http://vimeo.com/60601613>

11.17.14

* Made a player class that extends Shiffman’s Box
* Added foot sensor and jumping

11.18.14

* Met with Brandon to discuss sprite formatting
* Figured out how to access JBox2D JavaDoc
* Set player transform rotation to 0 to prevent spinning
* Implemented basic left/right movement