-write collision

-give objects tags like “ground”, ”enemy” etc.

-gravity until collided with ground objects

-create map

-build each upper platforms with functionality of hooking

-build mid platforms with collision

-build lower platforms with collision

-mechanics

-write algorithm for swinging

-write algorithm for air acceleration

-write cutting logic when player near other player

-write player shooting logic

-game logic

-create death timer and kill player when he has not hooked for a certain time

-create collectables

-create moving objects